The #1 Computer Game Magazine

Computer Gaming World

ZD

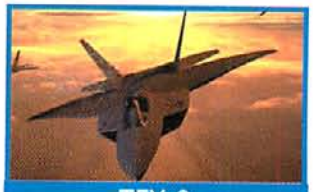
SEPTEMBER 1996
NO.146
$7.99 USA, $7.99 Canada

Quake Maps & Secrets!
page 142

F-22 Shootout!


F-22 LIGHTNING II


JETFIGHTER III


TFX 3

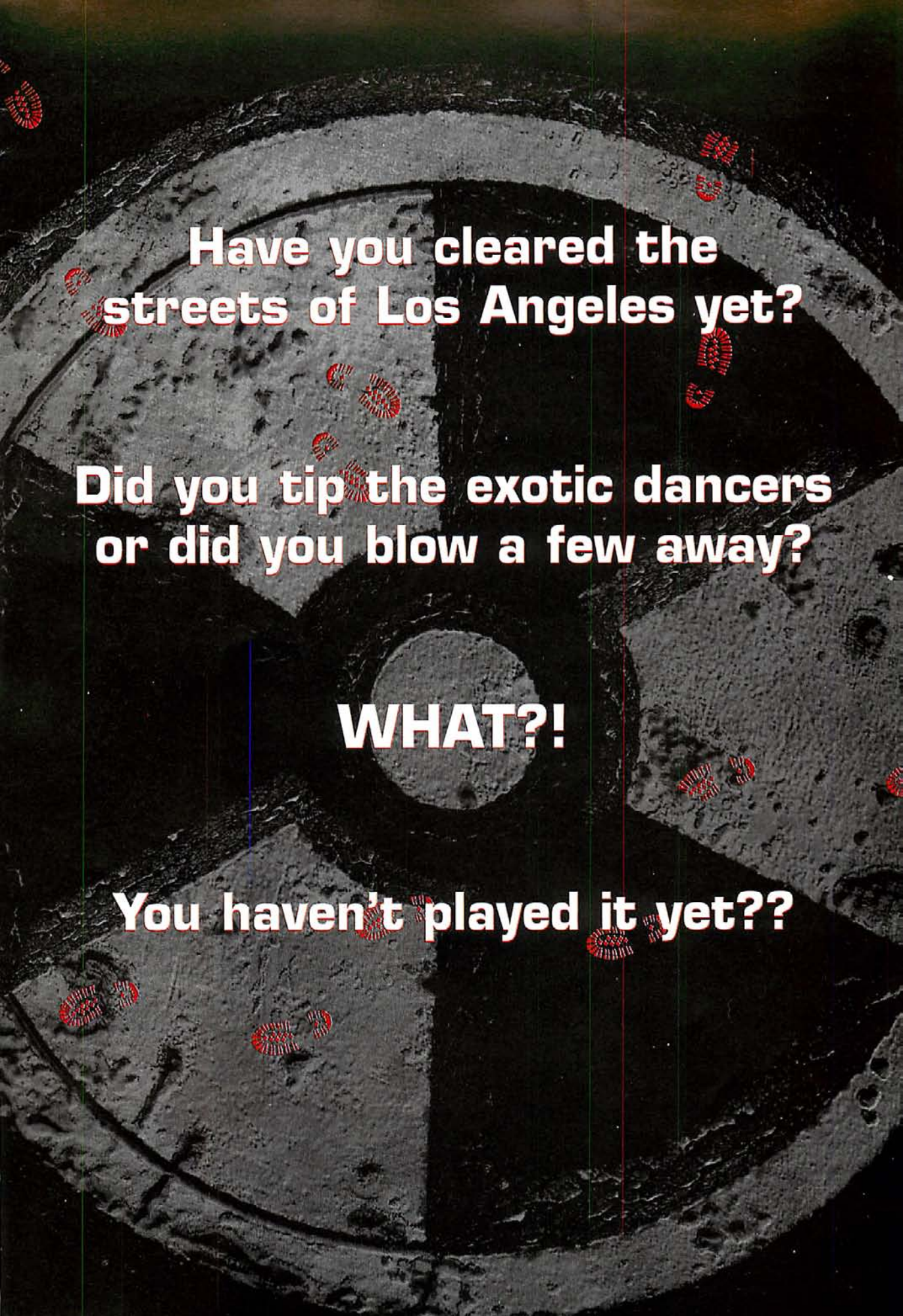

iF-22 LIGHTNING

Four Sims For The *Hottest* Jet In The World

Setups & Strategies For

9 Top Multiplayer Games

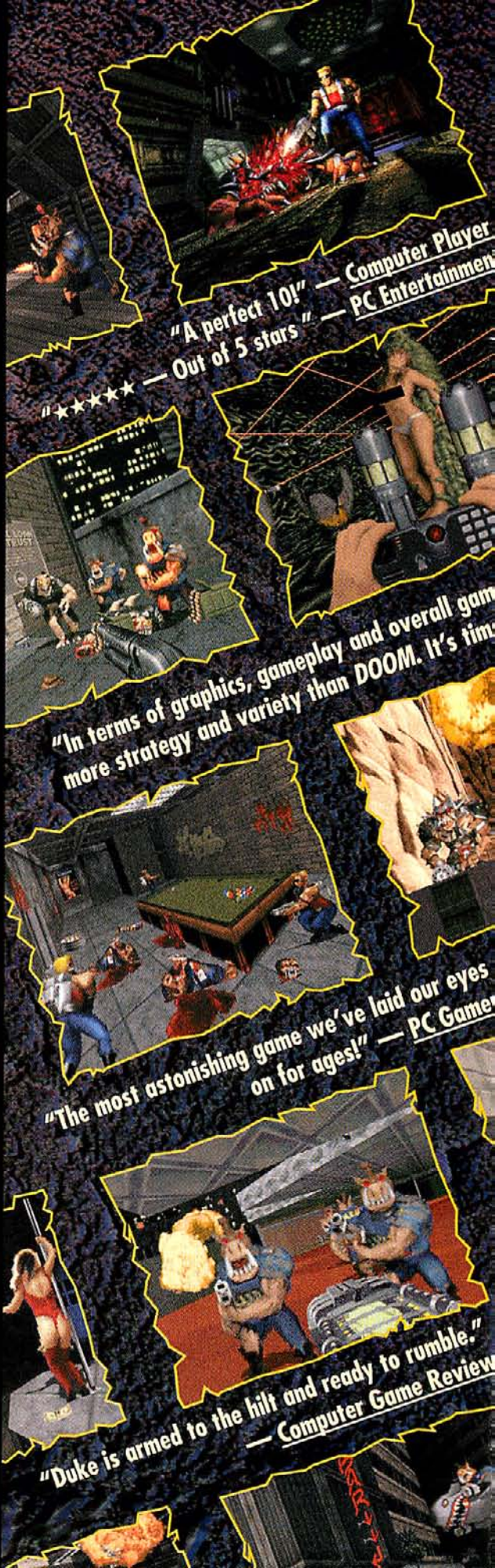
PLUS- How To Build Your Own Game Net


Have you cleared the streets of Los Angeles yet?
Did you tip the exotic dancers or did you blow a few away?
WHAT?!
You haven't played it yet??

WHY IS DUKE NUKEM 3D THE BEST?

"Even running in super crisp 800x600 SVGA it blasts along faster than every other comparable 3D PC title. It's not pure speed at the expense of versatility either - it is possible to look up, down, or sideways at any time, with the bitmapped scenery undergoing minimal deformation and no speed loss whatsoever. The engine also caters for full interaction, so bullets leave pock marks on walls, enemy's blood drips down crates and earthquakes cause huge sections to shift altogether, thereby granting access to new locations. It all contributes to the feeling of being encased within a grim world as opposed to wandering through impregnable, static corridors. The effect is hugely rewarding and is surely the direction in which such games should be heading.

This potential has luckily been exploited too. So often games fail to capitalize on excellent technologies but each of **Duke Nukem's** levels are noticeably different, being packed with huge ramps, drops, lifts, jumps and cunningly hidden secret areas. None look the same (indeed there is often a significant variation within a single building) and there is always a feeling that there is a new trick round the next corner. — ***Edge Magazine***"



DUKE NUKEM™ 3D

FORMGEN

3D REALMS™

CIS (GO REALMS) • WorldWideWeb (http://www.3drealms.com) • AOL (Keyword 3D REALMS)

Mature Players: Violence and Adult themes

Developed by 3D Realms Entertainment. All Rights Reserved. Exclusively distributed by FormGen, Inc.
All other trademarks are the property of their respective owners.

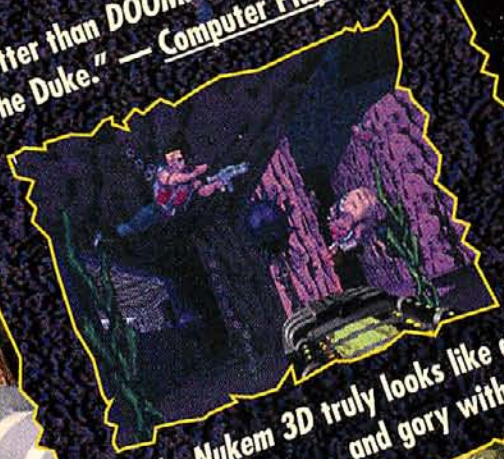
Well, what are you waiting for?

WINNER OF "GAME OF SHOW"

E3 EXPO LOS ANGELES '96

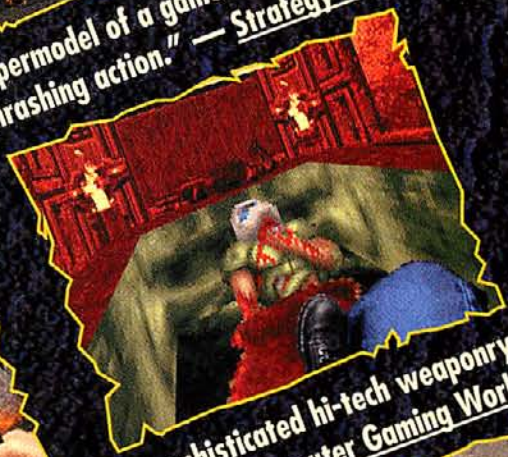
esign, Duke is better than DOOM. The modem/network play is far better and allows
o make way for the Duke." — Computer Player

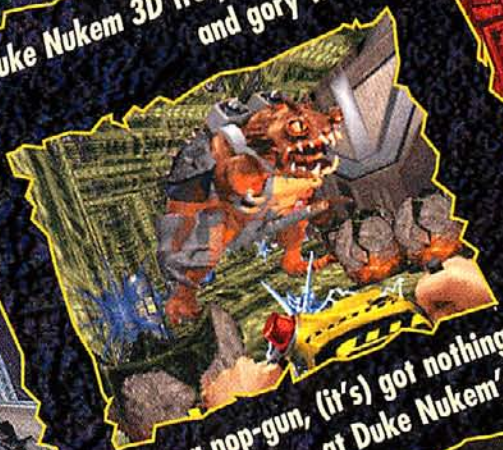






"Duke Nukem 3D truly looks like a 3D supermodel of a game: sleek, sexy, and gory with lead-thrashing action." — Strategy Plus







"The BFG was a pop-gun, (it's) got nothing on the sophisticated hi-tech weaponry at Duke Nukem's disposal." — Computer Gaming World





"DOOM is DEAD — long live Duke Nukem 3D, could this be the greatest PC shoot'em-up ever?" — X-GEN





PLAY IT Ten ONLINE

ALSO SUPPORTS TEN



DUKE NUKEM™ 3D



Screen Saver & Entertainment Pack

"COME GET SOME!"

For more details, make tracks to your local software retailer!



Complete Version

Circle Reader Service #70

DEADLOCK.

ONE PLANET. ONE

Take It Before They Do.













Multiplayer Action. Play against the computer, or up to six human opponents via modem, network, Internet, or e-mail.







Zoom in for a close and amazingly detailed look at the situation, or zoom out for a global view.



The Struggle Begins. Each species lands their first colony, equally-equipped with basic supplies - and a powerful instinct to survive. Will your drive and abilities extend to total world domination?



Explore and Expand Your World. Scouting areas to expand is just one of the ways to build an effective empire. Mines work best in rocky regions. Cracked earth is best for producing energy. Ancient ruins and artifacts hold strategically useful technologies.

Look for the Deadlock playable demo in select magazines or online at http://www.accolade.com

CHANCE.

"A solid multi-player game fest."
-Computer Gaming World

"Multi-player, city building, land exploring, alien busting fun"
-Strategy Plus

"Absorbing gameplay... the best visuals and sound effects that today's technology offers."
-Next Generation



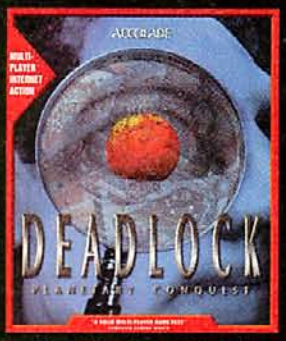
Interactive Enemy A.I. Your incredible 3D-rendered opponents possess unique attributes that will tilt the balance of power. Intimidation is key as they hurl insults and carry out strategies that can mean your doom.



Resource Management Like No Other. Manage your initial population and scarce resources and build a self-sufficient, expanding colony. Choose wisely from farms, mines, factories, power plants, R&D and military expansion to achieve final victory.



While a peaceable victory is possible, war may be inevitable. Deadlock takes you there in incredibly realistic detail. Engage your opponents in a bitter struggle to destroy - or be destroyed. Find out why Computer Gaming World called Deadlock "A solid multi-player gamefest."



For Windows 95 and Windows 3.1 CD-ROM.

ACCOLADE™

Circle Reader Service #292

RATING PENDING
RP
ENTERTAINMENT SOFTWARE RATINGS BOARD

Call 1-800-245-7744 to order, or for more information.

Deadlock is a trademark of Accolade, Inc. ©1996 Accolade. All Rights Reserved.

Our New Righteous
Accelerate More T

WARNING:

RUNNING PC GAMES WITH RIGHTEOUS 3D™ ACCELERATOR MAY RESULT IN SHORTNESS OF BREATH, INCREASED HEART RATE, GIDDINESS.



RIGHTEOUS 3D ORCHID

3D™ Accelerator Will
han Your Graphics.

INTRODUCING RIGHTEOUS 3D. WHETHER YOU'RE INTO SERIOUS FLIGHT SIMS OR HARDCORE MUTANT-BLASTING, THERE'S NOTHING IN THE GALAXY THAT CAN PUMP MORE 3D REALITY INTO YOUR GAMES.



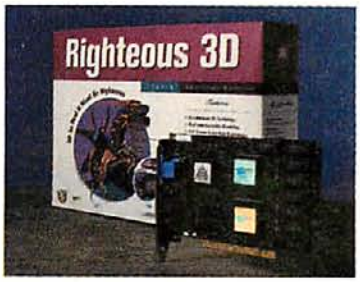
Descent™II: Destination Quartzon 3D Without Righteous 3D



Descent™II: Destination Quartzon 3D With Righteous 3D

That's because Righteous 3D has some of the most advanced features ever designed into a 3D accelerator. Like real-time interactive rendering, dual 64-bit memory architecture, advanced filtering and anti-aliasing, built-in transparent and translucent effects and Windows® 95 Direct3D™ support, to name a few.

But all this rocket science is just technobabble if it can't make your games more fun. Which is exactly what Righteous 3D does. You not only get eye-popping visual effects—smooth textured images and outrageous atmospherics—you get full speed interactivity. Something no mere graphics board can deliver.



In fact, Righteous 3D is the first accelerator of its kind that can render complex 3D images at full-motion frame rates.

And much higher heart rates.

No more pixels. No more herky-jerky stick figures. Just sharp, clear images that move like nothing you've ever seen on a monitor. Which can make good games great.

And great games truly awesome.

So get a grip on reality. Visit your computer retailer or our website at www.orchid.com, or call us for more information at 1-800-806-9142. And see what a little adrenaline can do for your system.

ORCHID
A Micronics Company

©1996 Micronics Computers, Inc. Micronics, Righteous 3D and the Orchid logo are trademarks of Micronics Computers, Inc. All other trademarks are the property of their respective owners. Descent™II: Destination Quartzon 3D screen shots courtesy of Interplay.™

The #1 Computer Game Magazine
Computer Gaming World
ZD

FEATURES



50 Cover Story: F-22 Shootout!

Take to the skies with *CGW* as we go on a reconnaissance mission to uncover the next generation of flight simulators. No less than four companies will be releasing F-22 simulators in the next year. We've got the lowdown on all of them, and we'll tell you who's most likely to win this epic dogfight.

65 Network Gaming

Multiplayer network gaming is here, and it's way more fun than playing with yourself, so to speak. Here's our guide to the best multiplayer games around–how to set them up, and how to win.

66 Quake
68 Need For Speed SE
71 Duke Nukem 3D
74 MechWarrior 2
76 MechWarrior 2: Mercenaries
78 Advanced Tactical Fighters
81 Warcraft II
82 Command & Conquer
84 Sid Meier's CivNet

87 Build Your Own Game Net

Ready for network gaming at home–but don't know how to get started? Our comprehensive guide takes you step-by-step through the process of setting up your own gaming network over a LAN. You'll learn what to buy, what to avoid and how to put it all together.

SECTIONS

TECHNOLOGY

103 Loyd Case
Internet Gaming With Kali
111 Creative Labs' PCI 3D Blaster
by Dave Salvator
112 Paul Schuytema
Multiplayer Level Design In 3D Shooters

ADVENTURE/ROLE-PLAYING

121 Scorpia
Dinotopia
124 Scorpia's Tale
Mission Critical Hints



ACTION

130 D by Mark Clarkson
133 Peter Olafson
Gore Galore In Crusader: No Regret



SNEAK PREVIEW
GAME STILL IN DEVELOPMENT

136 Witchaven II by Peter Olafson
142 Quake DeathMatch Strategies by V. Long

CLASSICS/PUZZLES

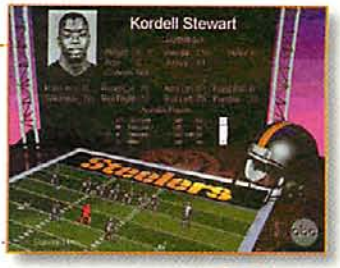
159 Terry Coleman
Chessmaster 5000 is king
164 Treasure Quest by Arinn Dembo
168 Escher Interactive by Allen L. Greenberg

SPORTS

173 Dennis McCauley
Online Multiplayer NASCAR



178 ABC's Monday Night Football
by Terry Coleman
182 Tony La Russa
Baseball 3: 1996 Edition by Jeff Green
186 Bruce Jenner's
World Class Decathlon by Gordon Goble



SNEAK PREVIEW
GAME STILL IN DEVELOPMENT

SIMULATION

189 Denny Atkin
New Hardware On The Radar
192 Jane's AH-64D Longbow Strategies
by Robin G. Kim



STRATEGY/WARGAMES

197 Terry Coleman
Star General Blasts Off
205 Warcraft II Expansion
Set: Dark Portal by Elliott Chin
208 Afterlife by Tim Carter
212 American Civil War by Terry Coleman
216 War College by Patrick Miller

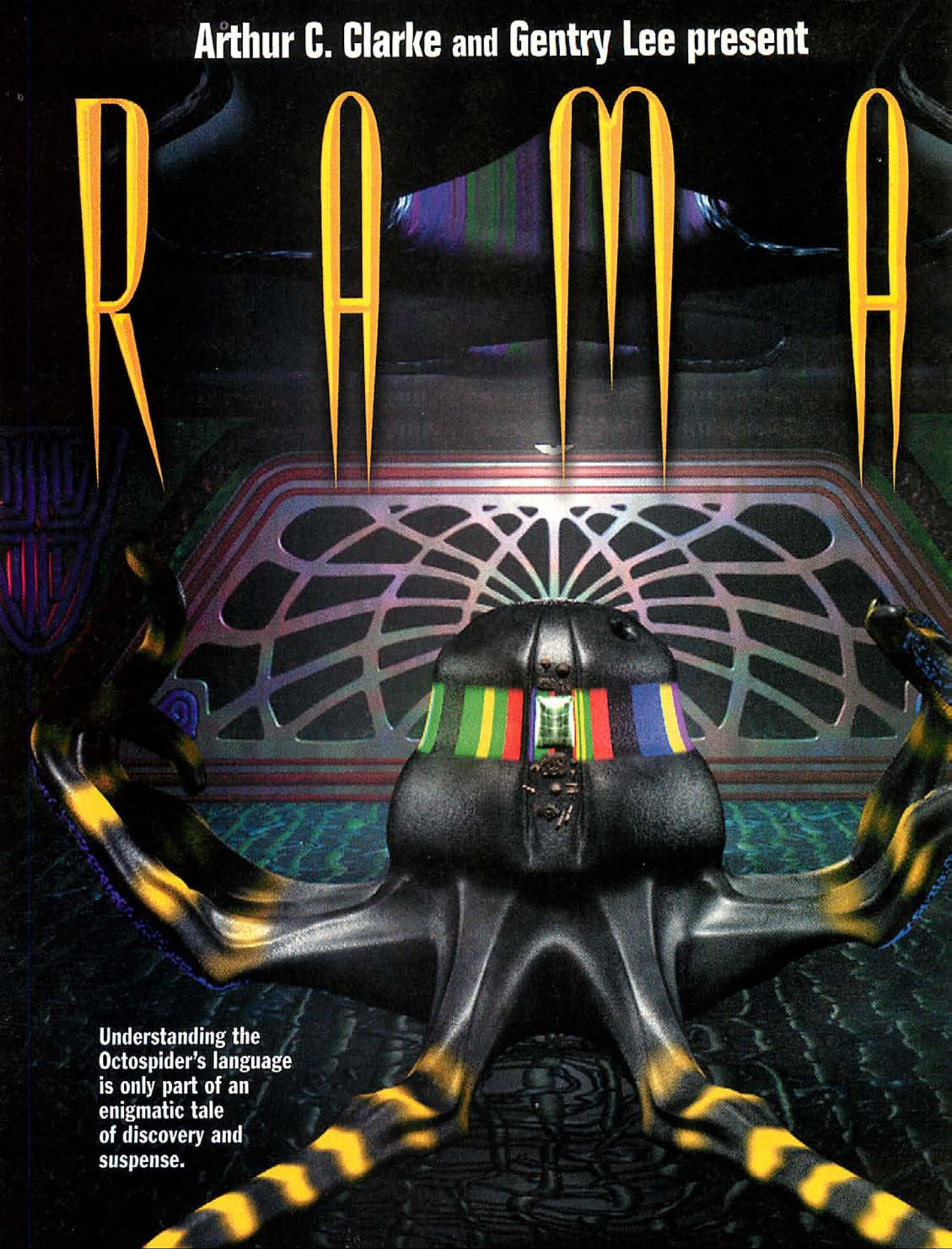


DEPARTMENTS

12	**Just The FAQs**	Answers to frequently asked questions
20	**Johnny Wilson**	Our revamped Top 100
26	**Letters**	Our readers speak out
32	**Read.Me**	Computer gaming news
40	**Game Track**	A look at what's cool and coming your way
232	**Hall of Fame**	Great games of all time
233	**Patches**	Game files to kill bugs dead
234	**Top 100**	Subscribers rate the top games
236	**Martin Cirulis**	What's the deal with gimmicks?

Arthur C. Clarke and Gentry Lee present

RAMA



Understanding the Octospider's language is only part of an enigmatic tale of discovery and suspense.

SIERRA®

An Alien Visitor.
A World Unknown.
A Mystery So Immense.
It Spans A Universe.
Welcome To Rama.

You've joined a team of astronauts aboard a vast alien spaceship that has entered our solar system from points unknown. Explore its 50 kilometer length and you'll discover secrets of intelligent life in the universe. Nothing can prepare you for what awaits inside.



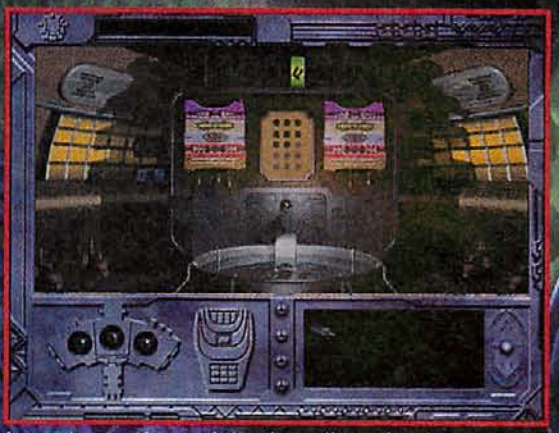
Based on the epic Rama novels by Arthur C. Clarke and Gentry Lee.



Curiosity is the key to unraveling the alien challenges set before you. Understanding is the key to survival.



Explore a vast world, teaming with organic and artificial life forms. Discover among them both friend and foe.



Inspect every facet of the three dimensional Raman world and the many objects found there.



Arthur C. Clarke & Gentry Lee, the minds behind *2001: A Space Odyssey* and *Cosmos*, bring you a world unlike any other.

ee your local retailer or call 1-800-757-7707

http://www.sierra.com

KIDS TO ADULTS K-A AGES 6+

Circle Reader Service #154

© Sierra On-Line, Inc.® and/or ™ designate trademarks of, or licensed to Sierra On-Line, Inc. All rights reserved.


A revolutionary 3-D combat simulation with big cars, big weapons, and really big afros.
Interstate '76™
ACTIVISION.
Coming this fall on CD-ROM
http://www.activision.com
Activision is a registered trademark and Interstate '76 is a trademark of Activision, Inc. © 1996 Activision, Inc. All rights reserved.



Circle Reader Service #98

What's on the business end of my laser this month? What kind of a bent system do you rate games with? What do you think you are, journalists? Why did you call one of your editors, "She Who Must Be Obeyed"?

What's On The CD?

Gather, friends and foes: *Computer Gaming World's* CG-ROM features head-to-head gameplay for those thirsting for the spontaneous and unpredictible challenge of live opponents. Accessing online gaming is easy. Just plug into a friendly game of poker with Kesmai's CASINO POKER, or, if seek-and-destroy is more to your liking, try Kesmai's HARPOON. Both games can be accessed through America Online, which is conveniently provided on this disc as well as on its own floppy disk. To earn your wings before taking flight in enemy territory, study Robin Kim's strategy for JANE'S LONGBOW AH-64D in this issue, and then refer to his exclusive fly-through on the CD to learn top flying aces' tricks. Also exclusive to the *CGW* reader, Charles Ardai provides a ZORK NEMESIS walkthrough in case you're in need of an alchemist's spell to free you from the Forbidden Lands of Frobozz.

There's something on this CG-ROM for everyone. The Shareware Awards are featured this month, complete with URLs for all the finalists and playable versions of the winners. Sample a preview of Activision's HYPERBLADE and play demos of AZRAEL'S TEAR from Mindscape, the M1A2 ABRAMS tank simulator from Interactive Magic, TSR's ADVANCED DUNGEONS & DRAGONS: CORE RULES and many more.



How Do I Use It?

Our CD is a Windows program. If you have Windows 95, installation is simple: The CD is Autoplay enabled–just "lock 'n' load." Otherwise, from Windows 3.x, pop the CD into your drive, select Run from the Program Manager menu, and type "D:\RUN-ME" (where D is the letter of your CD-ROM drive) to run it straight from the CD. Then type "D:\INSTALL" to create a CGW program group on your Windows desktop. If you have installed previous versions of the CG-ROM, this disc will use the program group already on your desktop. Point and click to navigate around the CD, just as you would in any other Windows program. You can access any of the regular items (such as product demos or patches) simply by clicking on the corresponding button.



How Do I Play The Demos?

To view the demos, first click on EDITORS' HOT PICKS or PRODUCT DEMOS. Next, click on your favorite genre: Action, Adventure, Classic, Strategy, or Wargames. Then click on your title of interest. Each demo has its own instructions for installation.

How Do I Get The Patch Files?

Click on Patches under the CGW Features, and then read the text window, which has instructions on copying the files to your hard drive. You can also access the patches from your DOS prompt by typing "D:\PATCHES" (where D: is the letter of your CD-ROM drive) and copying them directly from there to your hard drive. We strongly recommend that you back up any previously saved games before installing a patch, as this may overwrite your existing program.

How Do I Get The CG-ROM?

Newsstand issues come in two varieties: with and without the CD. Each type is clearly marked. If you can't find the version you want in the store you frequent, encourage your retailer to carry it (or subscribe to ensure that you get a CD every month). To subscribe, simply call 303-665-8930, and specify that you want the CD-ROM version.

"Spin, fire, die die die! Nothing beats WingMan Warrior's 360 degrees of pure killing power."

John Romero
Id Software Stud and co-creator of Doom, Doom II, Heretic, Hexen and Quake.



SpinControl™ Technology gives you precise 360-degree spin control for faster turning. Just think where you want to be, and you're there.

Two-handed digital control lets you move around in 3-D games like you're actually there.

4-way hat and multiple buttons eliminate most keyboard commands.

Analog and digital interfaces provide digital serial control in supported DOS games and Windows 95.

Weighted steel base makes sure this baby stays put when you're busy dodging incoming explosive projectiles.

From the world leader in control devices comes the world's best way to play doom style games: WingMan® Warrior. With 360-degree motion and two-handed control, it's the choice of hard-core gamers everywhere. For FaxBack information call: 1-800-245-0000, Document 8112. Or phone 1-800-936-0038. Visit Logitech® and WingMan Warrior at http://www.logitech.com

WINDOWS®95 COMPATIBLE

LOGITECH

Products people love™

All trademarks are the property of their respective owners.

How Do We Classify Games?

Action/Arcade (AC): The emphasis is on hand-eye coordination and reflexes, usually emphasizing fast play over story or strategy.

Adventure (AD): Games wherein you control an alter ego and move through a storyline or sequence of events, where puzzle-solving takes precedence over conversation and combat.

Classics/Puzzles (CP): Classics are old stand-bys and parlor games that appeal to many different types of gamer. Examples include: backgammon, bridge, chess, MONOPOLY, parchesi, RISK, and SOLITAIRE. Puzzle games are computer games which emphasize spatial relationships, word games and/or problem-solving without requiring gamers to follow a storyline. Examples would be: SHANGHAI, TETRIS and ZIG-ZAG.

Role-Playing (RP): RPGs are a subset of adventure games, but stress character development, often through improving stats or other attributes. Conversations with non-player characters (NPCs) and tactical combat are generally more important than in Adventure games. Finally, the game world tends to be large, and the plot less linear, often with some quests/treks outside the main storyline.

Simulations (SI): Highly realistic games from a first-person perspective: you may drive a realistically simulated race car, fly a military aircraft with a meticulous physics model, or swoop through a detailed sci-fi environment. Usually polygon-filled technology is used to build the simulated world on the fly.

Sports (SP): The sports game category is a broad genre which includes action (NBA Live) and strategy games (FRONT PAGE SPORTS FOOTBALL PRO) based on sports.

Strategy (ST): Problem-solving, short- and long-range planning are the keys here. These games almost always emphasize resource and risk management. This genre includes conflict-based sci-fi and fantasy games (X-COM, OUTPOST, MOO), as well as "pure" strategy games and "software toys" such as SIMCITY.

Wargames (WG): A subset of strategy games, these recreate historical conflicts from a command perspective. They may be tactical, operational, or strategic, and stress anything from logistics and firepower to morale and leadership. They may be simple (PANZER GENERAL, EMPIRE II) to incredibly detailed and complex (PACIFIC WAR).

What Is Your Reviews Policy?

1) We only review from the final copy of the game. Though it has become popular among PC gaming magazines to review from late beta copies, we feel that the reader is best served by having the reviewer look at the same copy of a game that the readers will find on the shelves. While we recognize that this causes some delay in coverage, we believe the reader is better served by such caution.

2) We expect our reviewers to finish the game. We want our readers to be assured that we do not review based on immediate or early impressions of a game. Our reviewers give a game ample opportunity to show its quality. In some cases, bugs make it impossible to finish a game, but we identify situations where that has occurred.

3) We make every effort to match the reviewer to the game. We take into consideration the preferences, background and possible biases of the reviewer and, where possible, we find people with actual life experience or special backgrounds that match a game. We believe this policy enhances both the credibility of the review and the enjoyment of gameplay when the real world and the game world are competently compared.

4) We do not accept free travel from software or hardware companies. We believe such gifts have a tacit assumption of coverage attached to them. We will only cover such events/launches as we believe will benefit our readers.

HOW DO WE RATE?



Outstanding: The rare game that gets it all right. The graphics, sound, and gameplay come together to form a Transcendent Gaming Experience. Our strongest buying recommendation.



Very Good: A high-quality game that succeeds in many areas. May have minor problems, but is still worth your money, especially if you're interested in the subject matter or genre.



Average: A mixed bag. Can be a game that reaches for the stars, but falls short in several ways. Can also be a game that does what it does well, but lacks flair or originality.



Weak: A game with serious problems. Usually buggy, seriously lacking in play value, or just a poorly-conceived game design—you should think long and hard before buying it.



Abysmal: The rare game that gets it all wrong. This is reserved for those products so buggy, ill-conceived or valueless that you wonder why they were ever released in the first place.

A COMMENDABLE EFFORT.

But we offer a more creative way to kill your co-workers.



BUNGIE introduces **MARATHON 2: DURANDAL**, the highly addictive game for Windows 95 that gives you a variety of ways to kill back-stabbing co-workers and shallow friends. Wielding a tasty arsenal of weapons, you'll enjoy 27 cooperative levels of Marathon plus 13 levels designed just for network carnage, such as Kill The Man With The Ball and King Of The Hill. **WIRED MAGAZINE** says: "Marathon comes on like a relentless fuel-injected nightmare." When you find yourself sitting in a puddle of your own bodily fluids unable to move or speak, you'll probably agree. **MARATHON 2: DURANDAL. HOW WILL IT RUIN YOUR LIFE?™**

VISIT OUR WEBSITE AT WWW.BUNGIE.COM, OR CALL 1-800-295-0060 FOR MORE INFORMATION.

©1996 BUNGIE SOFTWARE PRODUCTS CORPORATION. ALL RIGHTS RESERVED. MARATHON AND MARATHON 2: DURANDAL™ BUNGIE SOFTWARE PRODUCTS CORP.

MARATHON 2 DURANDAL

AMERICA Online

keyword: CGW

CGW On America Online

The leader in game coverage is now on AOL. Just use the keyword CGW to find the latest news, strategies and reviews, or look for us in the newly expanded Games Channel. Check out CG Currents for breaking news and exclusive online columns. Johnny Wilson takes a look at what's hot online in Baud-y Play, Denny Atkin vents his spleen, and Diary of an Online Game Designer shows what it takes to bring the concept to reality. Get the scoop on the wheelers and dealers in The Insider, and let us know what you really think in Soundings. Plus, a new game tip every day!



Net

http://www.zdnet.com/gaming

We're On The Web, Too

Point your Web browser to http://www.zdnet.com/gaming for expanded coverage of your favorite games, sizzling debates, and hot links to the best in gaming on the Web.



This Month on the Web:

▶ September 4, 10:00 p.m. Eastern Time: Join CGW Editor-in-Chief Johnny Wilson, Online Editor Kate Hedstrom and Web Producer Walter Howell at Yahoo! Computing's Webmaster Of The Week live chat to discuss games and the Web.

▶ Play A Game, Make A Friend: Rusel De Maria explores the social aspects of online gaming. Click on What's New.

▶ What's The Deal With... Gimmicks? Do those multimedia doo-dads really enhance the gaming experience? Check out Martin Cirulis' column this month on page 236 and add your two cents online.

Coming Next Month

CGW's Guide to Online Gaming. Flip on your modem, attach your propeller beanie and join us as we visit the best online games in each genre. Pledge boss Martin Cirulis finds what's hot and what's not in online gaming networks. He'll tell you where to go (he tells us all the time) for the games you want to play, and how much to expect to pay to play. We'll also tell you which are the best options for connecting to the online world and survey the modem market to find the best beepers for the buck.

CGW readers have voted Blizzard Entertainment's WarCraft II the most-played and best strategy game to take over the digital battlefield. Learn the tricks and techniques of the pros as we explain the best ways to bash heads in WarCraft II Expansion Pack.

As the Autumn avalanche of games reaches its apex, be sure to get the latest scoop on two seductive new titles–Tomb Raiders and SimCopter. And, as always, we'll have an extensive lineup of full reviews, including: Close Combat, Grand Prix 2, Quake, Back to Baghdad, Power Play, Elk Moon Murders, Lemmings: Paintball, Fire Fight, Cyberstorm, Battleground: Shiloh, ZuluWar and more. See you next month—if we can ever stop playing Quake.

Who Does What at CGW, or Spreading The Blame Dept.

- Denny "Come Fly Me" Atkin is the Features Editor and Simulation Editor. Ever wonder why there are so many flight sim covers in CGW? Denny's bigger than the rest of us.
- Terry Coleman is the Reviews Editor and Classics/Puzzles Editor. As the rest of the world goes real-time, Terry remains adamantly turn-based. In fact, he is at this very moment frozen in space, waiting for someone to pour him some iced tea. Hold the lemon.
- Dave Salvator is CGW's Technical Editor. In addition to running the Technology section, Dave is known for his stream-of-consciousness technobabble. Do what we do: just smile and nod a lot.
- Jill Anderson is our News Editor and the CG-ROM coordinator. We don't mess with her; you shouldn't either.
- Jeff Green is the Sports and Adventure/RPG Editor. Yes, it's an odd combination. Luckily, Jeff is a delusional schizophrenic, so is Jeff.
- Kate Hedstrom is the Online Editor and CGW's Mistress of Baud. What is she really wearing when she hosts those on-line gaming chats?
- Elliott "Gunboy" Chin is the editor in charge of the Action and Strategy/Wargames sections. Elliott's rocket launcher is bigger than anyone's in the business. Just ask him yourself.

EPIC MEGAGAMES

FIRE FIGHT

AVAILABLE NOW!

High resolution 3D rendered graphics

Unique network and modem play options

Supercharged weapons, explosions and sound FX

Developed by Chaos Works



Only for Pentium®. Only for Windows® 95.
Only from Epic MegaGames.









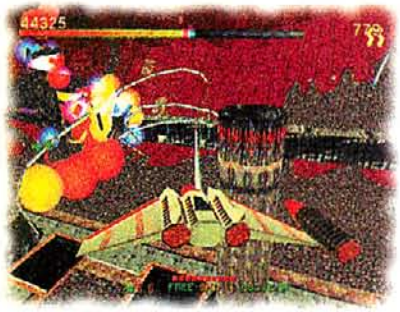
Play the latest Epic MegaGames shareware games: http://www.epicgames.com

Epic MegaGames sells Fire Fight as a single game or in a two player network starter pack containing 2 copies of the game - one for you and one for a friend. To order call (800) 972-7434 in the USA/Canada or call (0) 1767 260903 in the UK/Europe
The two-player 2 CD network starter pack is also available in retail stores world wide through Electronic Arts.

Pentium is a trademark of Intel Corporation. Windows® 95 is a registered trademark of Microsoft Corporation. Epic Ltd® is a trademark of Electronic Arts.


IT'S MORE THAN
A BATTLEGROUND.

IT'S A MIND FIELD.











Studio 3DO has surgically fused the human trigger finger to the human brain. The result? *Star Fighter*™– an explosive hard-core shooter that demands strategic thinking for success. Immerse yourself in a vast 3D world. Soar. Explore. Scorch thousands of enemy targets. Fly anywhere. Fly upside down. Leave the airspace for outer space. You've got new places to see, new places to incinerate. But don't bask in the nuclear afterglow just yet. Because if you don't use your head, the inventive aliens will. Usually as a souvenir ash-tray. Sometimes as a hand puppet. See your favorite retailer or to order direct, dial 1-800-336-3506, or give us a shot on the Web: www.3do.com





KIDS TO ADULTS
T
CONTENT RATED BY
ESRB



"Stellar!"

— *Next Generation, March 1996*



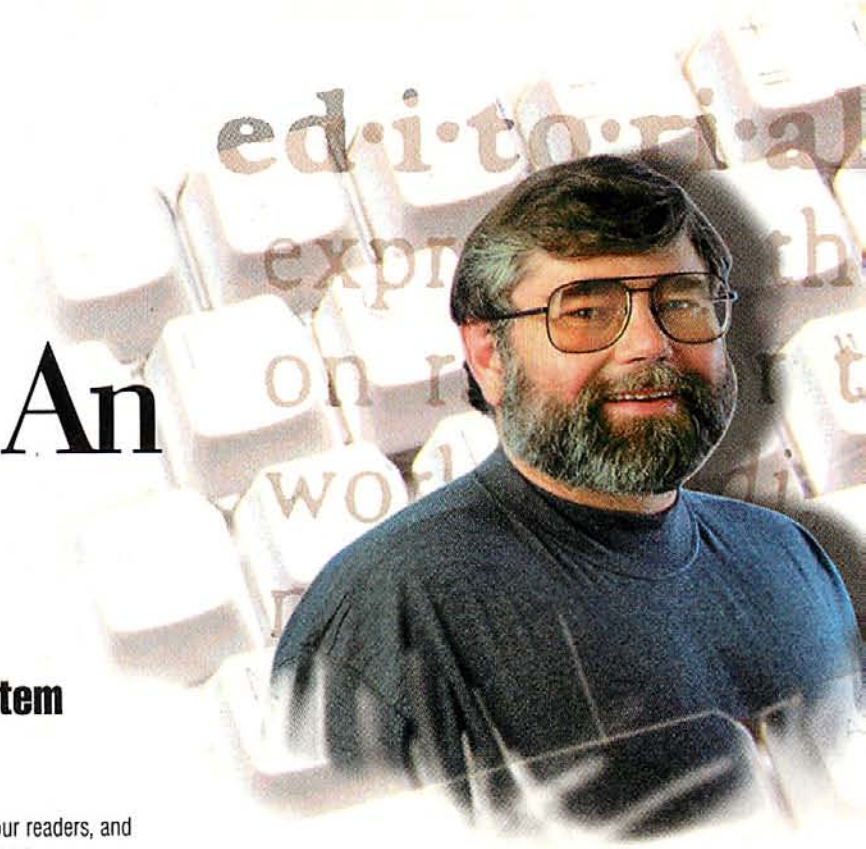
PC THAT'S NOT EXACTLY PC
STUDIO 3DO

Studio 3DO, the 3DO logos and Star Fighter are trademarks and/or registered trademarks of The 3DO Company. © 1996 The 3DO Company. All rights reserved.

JOHNNY WILSON

The Top 100 Gets An Upgrade

The Best Game Ranking System Gets Better



We've always known that the Top 100 Poll and the Playing Lately lists were important to you. That's what you tell us in letters and surveys and that's what people in the computer game industry tell us. It's often the first page in a new issue that they will check out. It's also been relatively unique. Many magazines (including ours) provide ratings where the editorial staff makes qualitative judgments of the relative values of games and many provide lists of bestsellers, but our Top 100 is a list of the cumulative, qualitative judgments of hundreds of readers–the best gamers in the world.

Combined with Playing Lately, a list of what our readers are actually playing during the month surveyed, *CGW* offers two different ways to glean game recommendations from our readership. Playing Lately indicates what games are hot, right now. The Top 100 gives a value judgment that reflects a game's value over the course of months and years. Playing Lately offers the most timely recommendations we can provide from our readers, and the Top 100 tells which games are passing the test of time.

Realizing that gamers often use these lists to make buying decisions, and that many publishers have factored in our Top 100 list when deciding whether to publish certain games, we have always wanted these lists to be the best they could possibly be. In 1989, for example, we changed the system. We noticed that more and more games didn't fit into our two-genre classification system. At that time, we classified games as either Action/Adventure or Strategy/Wargames. Where do you put simulation games in that system? Not only was the classification system weak, but there was so much historical weight in the top scores that newly rated games couldn't budge them–even if they were blockbusters.

Worst of all, we thought, was the fact that we published numbers that seemed to promise more exactitude than they actually provided. For example, what was the difference between CARRIER FORCE (7.04), DECISION IN THE DESERT (7.03), EUROPE ABLAZE (7.01) and SEVEN CITIES OF GOLD (7.00)? When

> **"To obtain more reliable game rankings, we're mailing nearly 2,000 questionnaires each month to our subscribers."**

CARRIER FORCE was rated by 108 gamers and DECISION IN THE DESERT by 35, it could be a considerable difference.

We had an expert in statistics look at our process, and he advised us to move to a letter grade system to get the data to fall into natural groupings. He suggested that people understood better what an A meant in a system that ranged from F to A+ than they did the meaning of 11 in a 12-point system. He told us that as long as we were accumulating data in order to get historical weight and trends in the ratings, we would have to move the highest rated games into the Hall of Fame and purge the rest after two years to make room for new titles.

We were also painfully aware of another problem affecting both the pre-1989 and post-1989 systems–self-selecting respondents. Until this month, all you had to do to rate a game was fill out the prepaid postcard bound into the magazine each month. This allowed three major forms of contamination into the data:

1. The same people could rate the same game multiple times over several months–raising the *number* of responses, but giving greater weight to the individuals who responded every month.

2. The most vocal and fanatic minorities were the most likely to rate games every month–and as a result could force higher ratings for games that had limited appeal outside their niche. Many a CEO's head has been shaken at the high



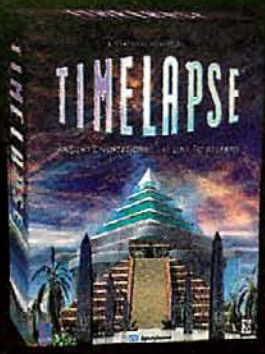
Journey through five SGI-rendered, faithfully recreated 3D environments and unravel the secrets of Easter Island, Egypt, Atlantis and the Mayan and Anasazi worlds.



Embark on a compelling, puzzle-solving adventure with stunning full-screen, photo-realistic, ray traced graphics as you travel through time and space.



Enjoy over 40 hours of challenging gameplay with multiple endings as you attempt to reach your ultimate destination... Atlantis.



A Graphical Adventure

Free demo disk
www.im.gte.com

GTE Entertainment

THIS OCTOBER, JOURNEY TO ANCIENT CIVILIZATIONS, DISCOVER AN ALIEN RACE AND SHATTER THE THEORIES OF MODERN SCIENCE.



PC & MAC CD-ROM RP

©1996 GTE Entertainment. All rights reserved. The GTE logo is a trademark of GTE Corporation. TimeLapse and GTE Entertainment are trademarks of GTE Valops Inc. All other trademarks and trade names are the property of their respective owners. For more information call 1-800-GTE-TODAY (ext. 1372) or visit us on the Web.

rating of a wargame that may have only sold 5,000 copies but scored in our Top 10, or at the score of an Amiga game that may not even have been sold in our country.

3. Software companies could respond en masse and stack the deck. (It may be wrong to mention Accolade, Epyx and MicroProse as companies who attempted to cheat, but we're in one of those "tell-all" moods.) Fortunately, we did regular postmark checks in response to this problem, and we caught a lot of those attempts, but surely not all.

> **"Accolade, Epyx and MicroProse all tried to stack the Top 100 in their favor at one time or another."**

Since that time, we have been reluctant to change the system, because we were afraid of skewing the results in one direction or another. For example, we knew that we could save a lot of money in terms of calculating the poll if we used our polling capability on Prodigy, then the World Wide Web, and then AOL to calculate our data. Unfortunately, we quickly realized that this would skew the data toward gamers who had modems and subscribed to a given online service. Though we do online polling for the benefit of our online readers, we have continued to use the more expensive approach to create the list in the magazine.

Now, however, we have changed the system again. Too many people didn't understand how we went from their letter grade ratings to a numerical presentation in the Top 100 list. So, we've gone to a straight 10-point system (think of it as your version of our 5-star system, including the half stars), and we've done something about the self-selection problem! We now mail almost 2,000 questionaires per month to our subscribers. These are random, *n*th name mailings. This means that we are getting valid responses from different subscribers each month, and we believe this system will take care of the contamination described above. It also gives extra value to our more than 100,000 subscribers. Now you must be a subscriber to be eligible to rate the games. Playing Lately is handled on the same questionnaire.

The only potential downside is that when you shift methodologies and are working with cumulative data like this, the initial data may be fairly volatile. The early results bore that out, with a number of titles that rated surprisingly high for one reason or another. However, the benefit of cumulative responses is that you should see predictable track records as time goes on. We'll watch with interest, and we hope you will do so as well.

You're still getting valuable recommendations from the best gamers in the country–there's just less noise in the translation now. It's yet another example of how we're trying to serve our readers better. We hope you'll agree that this makes one of *CGW*'s classic features even more valuable.

ZIFF-DAVIS PUBLISHING GROUP
CHAIRMAN AND CEO Eric Hippeau

CONSUMER MEDIA GROUP
President J. Scott Briggs
Vice President J. Thomas Cottingham
Director of Electronic Publishing Beth Cataldo
Executive Director, Research Randy Cohen
Business Manager Cynthia Mason
Creative Services Manager Terri Rawson
Assistant to the President Francesca Koe

Ziff-Davis Publishing
President, U.S. Publications Ronni Sonnenberg
President, Interactive Media And Development Group Jeffrey Ballowe
President, International Media Group J.B. Holston III
President, Computer Intelligence/Infocorp Bob Brown
President, Training & Support Publishing Group William Rosenthal
Vice President, Chief Financial Office Timothy O'Brien
Vice President, General Counsel, And Secretary J. Malcolm Morris
Vice President, Human Resources Rayna Brown
Vice President, Planning Daryl R. Otte
Vice President, Production Roger Herrmann
Vice President, Controller Mark Moyer
Treasurer Thomas L. Wright

U.S. Publications Group
President, U.S. Publications Ronni Sonnenberg
President, Business Media Group Claude Sheer
President, Consumer Media Group J. Scott Briggs
Senior Vice President, Circulation Baird Davis
Executive Vice President, Business Media Group Don Byrnes
Assistant to the Chairman Tom McGrade
Vice President, Marketing Services Jim Manning
Vice President, Central Advertising Sales Bob Bader
Vice President, Product Testing Mark Van Name
Vice President, Circulation Services James F. Ramaley
Vice President Al DiGuido
Vice President Daniel Farber
Vice President Michael Miller
Vice President Paul Somerson
Executive Director, Licensing Gertrud Borchardt
Director of ZD Labs Bob Kane
Director, Benchmark Operation Bill Catchings
Ziff-Davis Magazine Network
Vice President/Managing Director Joe Gillespie
Executive Director Alicia Saribalis
Marketing Director Mike Perkowski
Directors Ken Beach, Michael Bird, Jeff Bruce, Kelly Lowman, Melinda Maginn, Debbie Moss, Julie Tuttle
Director of Public Relations Gregory Jarboe

PERMISSIONS AND REPRINTS
COMPUTER GAMING WORLD (ISSN 0744-6667) is published monthly by Ziff-Davis Publishing Division. Copyright © 1996 Ziff-Davis Publishing Division. All Rights Reserved. Material in this publication may not be reproduced in any form without permission. If you want to quote from an article, write to Chantal Tucker, One Park Avenue, New York, NY 10016-5802, or fax (212) 503-5420. For price quotes on reprints, please contact Ziff-Davis reprints at (800) 825-4237. Computer Gaming World is not affiliated with IDG. We periodically make lists of our customers available to carefully screened mailers of quality goods and services. If you do not wish to receive such mailings, let us know by writing us at Computer Gaming World, P.O. Box 57167, Boulder, CO 80322-7167.

ZD

Ziff-Davis Publishing Company
A Softbank Company

Audit Bureau of Circulations Member
ABC AUDITED



IT'S TIME TO SPANK SOME EVIL ALIENS.

Circle Reader Service #191

YES, I'd like to spank some evil aliens. I'd like some more info before I spank some evil aliens.

1-800-980-9997 www.actlab.com/inventions.htm


F22
LIGHTNING II
COMANCHE 3
ARMORED
FIST 2
M1A2 · ABRAMS



FRANKLY, IF YOU HAVE NEVER STUCK YOUR TONGUE IN A LIGHT SOCKET, YOU MAY NOT UNDERSTAND.



Introducing 3 new shockingly real combat simulation games from Nova Logic.

- Realistic Combat Action
- F22 Lighting II features outrageous new 3-D polygon rendering technology
- Comanche 3 & Armored Fist 2-M1A2 Abrams feature (patent pending) Voxel Space 2 3D terrain rendering technology
- Multi-Player—from the people who perfected it

VOXEL SPACE2



NOVA LOGIC™

The Art of War

www.novalogic.com

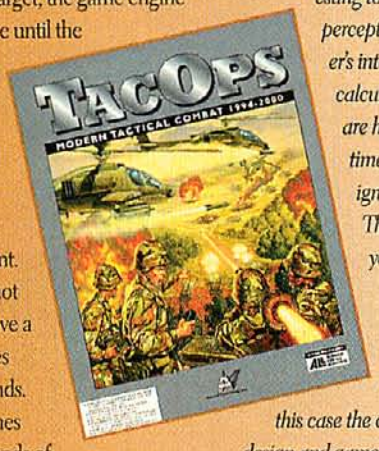
Circle Reader Service #220

LETTER OF THE MONTH

ARSENAL MOUNTS A TACTICAL DEFENSE

I have been invited to comment on the review of TACOPS (Windows) in the August issue of *Computer Gaming World* (page 186). I do not agree with the article's statements that TACOPS is a "dud" and a "mediocre simulation." Other than that, I consider the review to be technically accurate except for two minor errors in interpretation and some exaggeration.

It was an error for the article to state that vehicles in TACOPS fire antitank guided missiles (ATGM) with great accuracy while moving at full speed. Movement and combat in TACOPS is abstracted into pulses that represent 15 seconds of scale activity. If an ATGM can reach its target in less than 15 seconds, the game engine reduces the forward movement potential of the firer to reflect the time lost to its conceptually executing a short halt before firing. If an ATGM will require more than 15 seconds to reach its target, the game engine holds the firer in place until the ATGM impacts.



It was an error for the article to state that the time required to reload ATGM launchers is not taken into account. In TACOPS, single-shot ATGM launchers have a reload time that varies from 30 and 75 seconds. Plus there is sometimes another 15 to 30 seconds of delay attributable to target acquisition costs. The ATGM launcher on the Bradley, on the M901ITV, and on the LAV25AT holds two missiles. The second missile can be fired as soon as the first hits, but once the second round is fired there will be a reloading delay of at least 75 seconds.

It was an exaggeration to say that TACOPS makes no attempt to model morale or command, control and communications (C3). TACOPS does not model varying levels of these factors, but it does model a situation of optimum training, morale, and C3. It was also an exaggeration to say that type of ammunition and point of impact for artillery fire can be changed seconds before a barrage arrives. The apparent ability to do this in TACOPS is an abstraction that is explained on page 106 of the *User's Guide*. In short, the TACOPS artillery implementation is effect oriented rather than procedure oriented.

Abstractions in TACOPS, like those mentioned above, and its less than state-of-the-art sounds and graphics were not oversights in design. These things were done intentionally so that the game would perform well under the Windows 3.1x operating system on computers dating back to the 386.

I. L. Holdridge
Developer of TACOPS

Thanks for the clarification. It's always interesting to look at the player's/reviewer's perception in relation to the designer's intent and model. Since most calculations in a computer game are handled invisibly, we sometimes think certain factors are ignored or overabstracted. Thanks for the assurances on your design.

As for the "dud" issue, we plead guilty. We try to write headline copy that will draw readers into an article, but in this case the deck misinformed. In terms of design and gameplay, TACOPS is certainly not a dud. Graphically, it is considerably behind the times, for precisely the reasons you just discussed. Some readers have pointed out that we gave the Macintosh version of TACOPS a higher score than the Windows version. That's because, after the delay, we were expecting more, so the PC version rated lower. For either version, however, the term "dud" was , at best, an overstatement. Patrick Miller should not be blamed for wordplay injected into the article by the editorial staff. We often rewrite the headlines for the articles and, this time, we hurt the article instead of strengthening it.

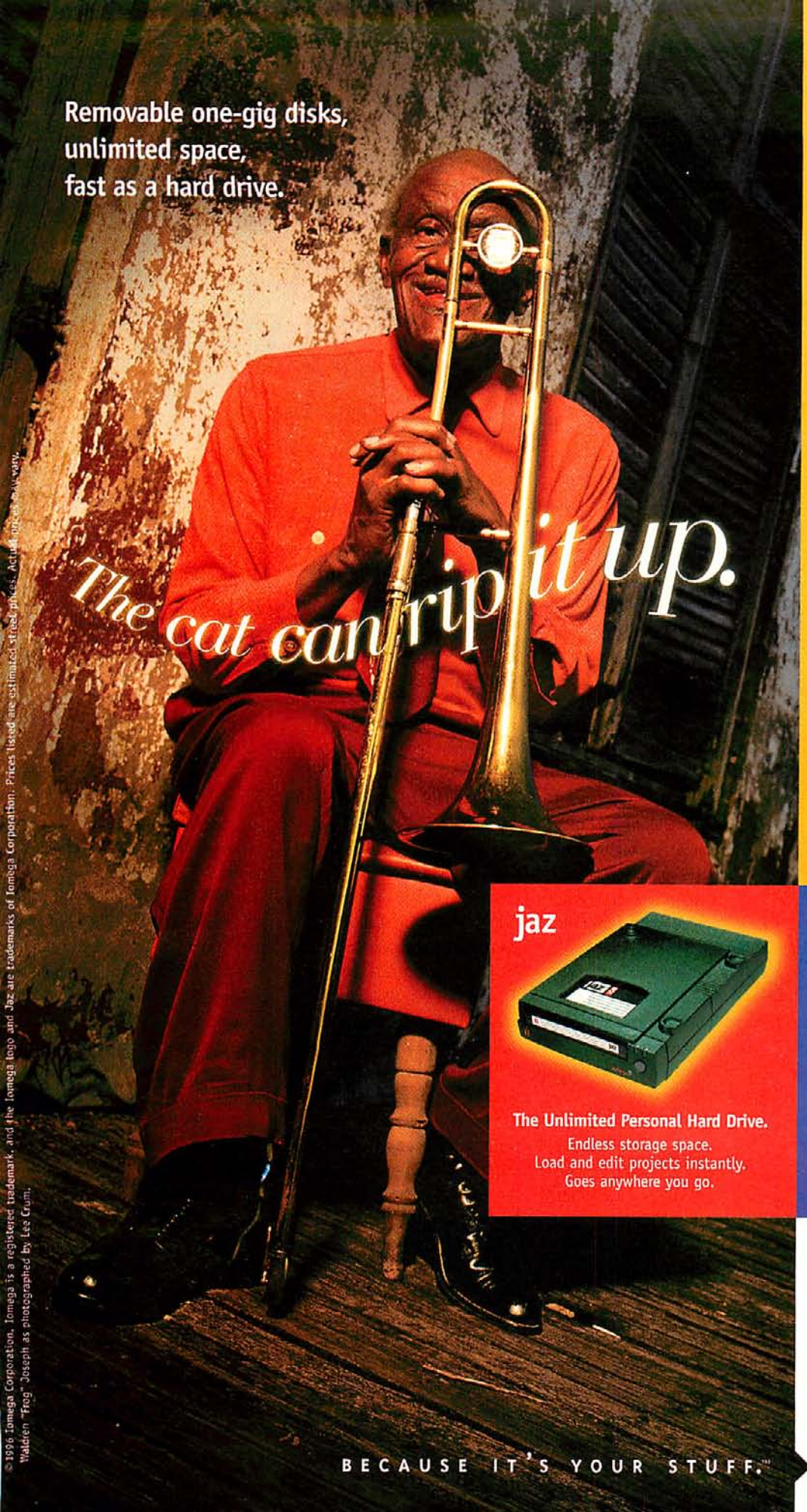
WIN95 AND THE NETWORK GAMER

Am I the only person who thinks Windows 95 is the most counter-intuitive, buggiest, pickiest, horrible excuse for an operating system ever invented? I'm beginning to suspect a plot of silence that is keeping people from talking about the utterly unworkable Win95, and am wondering if dissenters are being quietly disappeared by Microsoft goons in dark sunglasses and black trenchcoats.

Let me say that the only reason I am faced with the nightmare of using Win95 is because I am addicted to PC games and everyone is saying that this is the future of PC gaming (please, dear God, let them be wrong). I am so addicted to PC games that I have, in my home, four Pentium 166 decked out ultimate gaming machines simply for playing multiplayer games. I don't use them for business, word processing, spreadsheeting, calculating or keeping my budget.

Games, games, games. I keep my systems up-to-date and spend way too much money on games each month. I buy almost exclusively network-multiplayer games as I can find few games worth playing on my own. I know I have a problem and that's half the battle, right?

I have owned PCs for the last eight years and have had to deal with all the frustrations [of] getting games to work with DOS. I have been working in the computer graphics industry for three years now and am a senior animator on the CGI television series *Reboot*. I work everday with Unix, Mac and PC operating systems. I have had to get all sorts of games to network properly on my home system. All this adds up to a fairly computer-literate person who is probably above-average in the amount of computer experience most people have had in their lives. AND I CAN'T GET A SINGLE



For the nearest dealer, call:
888-2-IOMEGA, ext. j15
Or see us at: www.iomega.com



The Jaz™ drive is you, man. It's fast, it holds tons of stuff, and it's personal. You won't find an easier or cooler way to upgrade your hard drive. Just connect it to your PC or Mac and you're jammin': files, pictures, graphics, video, CAD stuff, whatever. And with its dark green color, hey, the cat's got style.

jaz

The Unlimited Personal Hard Drive.
Endless storage space.
Load and edit projects instantly.
Goes anywhere you go.



1GB disks for as low as $99.95.
Compact one-gigabyte cartridges.
Great for graphics, sound, and video.
Portable files. Fast, easy backup.

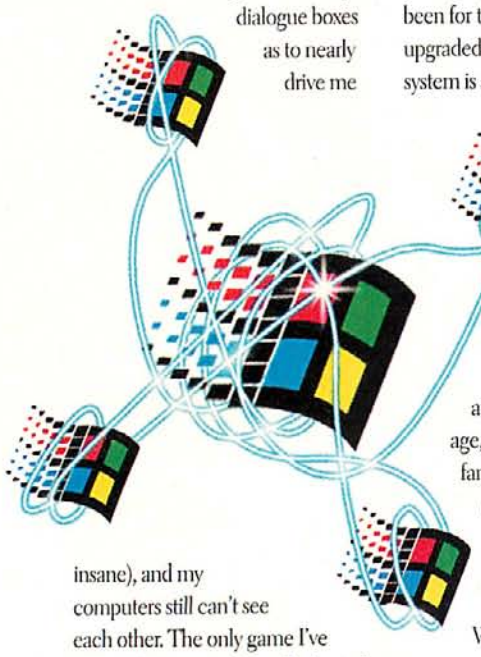
BECAUSE IT'S YOUR STUFF.™

iomega.

© 1996 Iomega Corporation. Iomega is a registered trademark, and the Iomega logo and Jaz are trademarks of Iomega Corporation. Prices listed are estimated street prices. Actual prices may vary.
Walden "Frog" Joseph as photographed by Lee Crum.

BLOODY THING ABOUT WIN95 TO WORK PROPERLY!!!!!

I just want to play games. Network games. I can't even get Win95 to install on one of my computers (it installed fine on two of them and all four are exactly them same). I can't get a Microsoft game (CLOSE COMBAT) to network with the TCP/IP protocol it demands (or anything else). I spent six hours this last weekend trying to figure out TCP/IP settings and adresses (options for which are spread throughout so many dialogue boxes as to nearly drive me insane), and my computers still can't see each other. The only game I've been able to network briefly through Satan's operating system has been WARCRAFT II, which runs slower than under DOS and without many of the sound effects. The volume of Win95 is always cranked (or off) regardless of whether I try to change it through the sound control panel or in the game. I am using Soundblaster 16s, the most compatible soundcards there are. And now one of my Win95 computers refuses to run WARCRAFT II at all due to soundcard conflicts (even though I ran it succesfully before).



I made the mistake of trying to switch my modeming over to Win95. Doesn't work worth a damn. I got detailed instructions (which are about eight times as long and complicated as setup instructions for Win 3.11) and installation disks from my Internet provider and followed them carefully. It still doesn't work, even slightly.

My hardware dealer is a well-respected supplier of Comtex computers, one of the best PC sellers in Canada. He specializes in network systems. He and I are still trying to work out my problems (we have been for the last nine months when I upgraded from 486s). This operating system is supposed to be the easiest, most intuitive point-and-click interface ever created and mass-marketed by an evil, bloated software corporation. I don't understand how anyone (let alone the average, barely computer literate family) can get anything at all out of Win95. I am baffled. Utterly.

I am scared when I hear of all the hype about Win95 being the future of gaming when from my painful experience so far it has failed miserably on all counts.

Zeke Norton
zeke@reboot.com
Senior Animator, BLT Productions
Vancouver BC, CANADA

Zeke, we feel your pain. We know you're not alone in experiencing these frustrations, but our faith in Win95 has always been a little like our faith in democracy—it's the best of all the flawed systems.

This month we've prepared a special feature on how to set up a multiplayer gaming network and get nine of the best games running on it. It probably won't solve all your problems, but we hope it will help make things easier.



TO HAFFNER AND TO HOLD

I've been a subscriber to *Computer Gaming World* for about 10 years. I read it cover to cover every month [and] I respect your opinions and reviews very much. I've watched you follow the trends of gaming from Apple and Commodore, Amiga and Atari ST, to Mac and IBM. I have owned a Commodore 128; Amiga 500, 2000 and 1200; and various IBM compatibles from 286 to Pentium.

I appreciate your coverage in the July 1996 issue of the Lance Haffner sports games. I have been using FULL COUNT BASEBALL since my Commodore days and thoroughly enjoy it. I started my strategy baseball gaming on Avalon Hill's STATIS PRO BASEBALL by playing the board game. When I saw the computer version of that, I had to have it and went out and bought a computer to play it on. The product had some limitations, and that's when I discovered Haffner's FULL COUNT BASEBALL.

In addition to FCB, I also own 3 IN 1 FOOTBALL, BASKETBALL: THE PRO GAME, and COURT SIDE COLLEGE BASKETBALL. You may want to take note that you called the latter "Full Count Basketball" in your issue, which is not correct. I think the Haffner games offer the best value in strategy-based gaming today. You can play the games very quickly and you don't need a lot of horsepower. It's almost refreshing in a way.

Anyhow, thanks again for the coverage. It's good to know I'm not the only out there, and hopefully this will help spur more coverage of this type of product.

Rick Rosinski
Freeland, MI

Some of the most eerily accurate season replays we've ever experienced were played using the Lance Haffner games. We've been playing them since the Apple II days and love them. As for the error on COURT SIDE COLLEGE BASKETBALL, I guess we're still confused from when Lance had to change the title from FINAL FOUR COLLEGE BASKETBALL.

FIRING LINE

To write a letter, send e-mail to:
CompuServe: 76703,622
Internet: 76703.622@compuserve.com
or write us at:
Computer Gaming World
Letter To The Editor
135 Main Street, 14th Floor
San Francisco, CA 94105

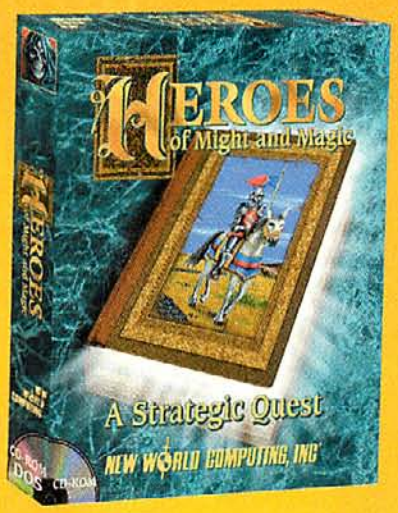
"Strategy Game Of The Year"

-Computer Gaming World

"Turn Based Strategy Game Of The Year"

-Computer Games Strategy Plus

[Great Year!]



[Great Game!]

Mythical creatures come to life as you battle for control of newly discovered lands in the award-winning strategy game Heroes of Might and Magic™. Explore virgin territory and capture strategic positions and resources while expanding your influence and establishing your dominance. Recruit your heroes, gather your armies, and challenge the other warlords for supremacy. Victory is within your reach if you have the brains and the brawn to take it.



- Over thirty unique combat units
- Dozens of strategic scenarios
- Custom "World Builder" included in the Win 95 version
- Exquisite SVGA graphics
- Intense Computer AI
- Multiplayer: hot-seat, modem, network, direct connect



Spectacular web offer check out http://www.nwcomputing.com

NEW WORLD COMPUTING, INC®

Available at your local software retailer or order direct from New World Computing at 1-800-251-9664 (818-734-7136 outside the U.S.), or by mail: P.O. Box 4302 Hollywood, CA 90078-4302.

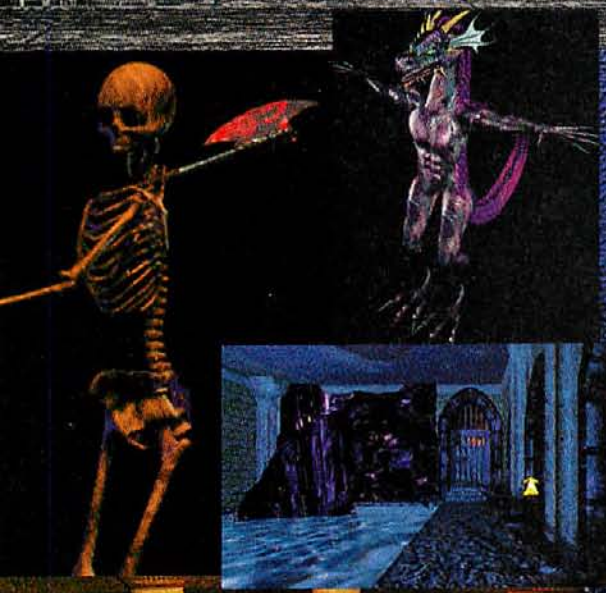
PC GAMER EDITORS' CHOICE

CG RATED

©1996 New World Computing Inc. Heroes of Might and Magic is a trademark of New World Computing Inc. All rights reserved. All other trademarks belong to their respective holders.

Circle Reader Service #138













Only one has earned the

The Wizardry Reality Test

A *real* story & real puzzles

The *Nemesis* world will tantalize *your* senses with true intrigue, mystery and excitement in the Wizardry tradition. *Nemesis* relies on reason and incorporates puzzles that are designed to make *sense*.

Real danger, real-time combat

Real-time combat earns a new description in *Nemesis*... Responsive! Battles are a test of your wits, strategy, and responses, not just a workout for your mouse finger. Prepare yourself for some hair raising engagements!

Real graphics

Four CDs and over 10,000 frames of stunning SVGA graphics paint a picture of a world in turmoil. Over 40 detailed 3D creatures help make that turmoil *very* real.

Real perspectives

Experience the world of *Nemesis* from an unexpected view — through the eyes of a character, *with character*. Explore in a realistic first person view and enjoy stunning cinematic sequences from a third person view.

Coming soon

To order, visit your retailer, or call: (800) 447-1230. Ask for operator 75.

SIRTECH

PO Box 245, Ogdensburg, NY 13669-0245

Tel: (315) 393-6633 Fax: (315) 393-1525

E-mail: 76711.33@compuserve.com

WWW.SIR-TECH.COM

Wizardry is a registered trademark of Sir-tech Software Inc.

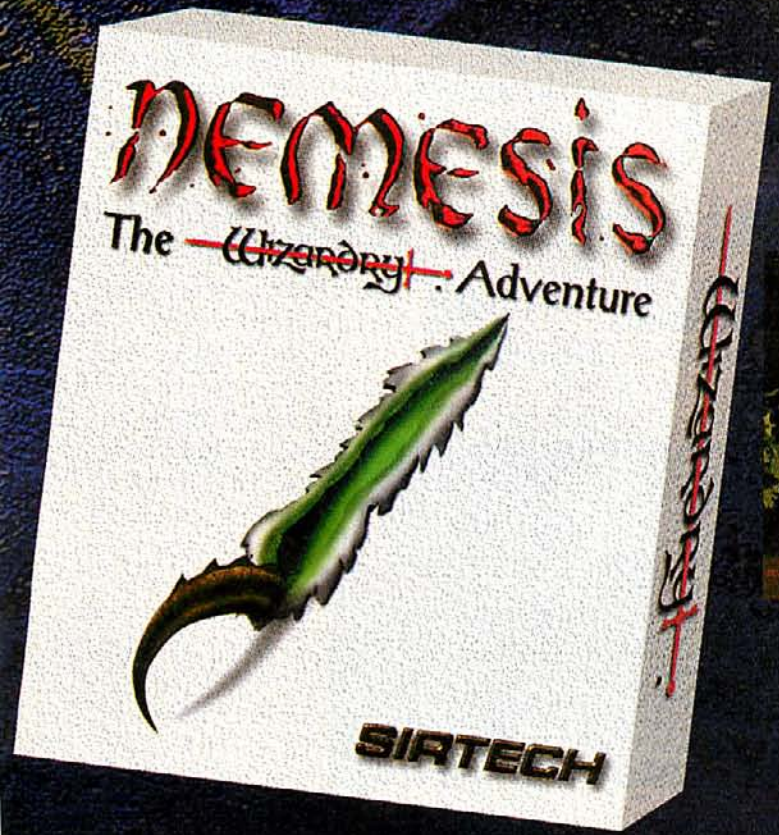
OFFICIAL SPONSOR USA BOBSLED

adventure Wizardry title...

The Wizardry series has sold millions of copies world wide. This fall, Sirtech ushers in *Nemesis*, the world's first *Wizardry Adventure*. At Sirtech "Wizardry" is a name a product earns, and *Nemesis* has been put through the wringer.

Over 2.5 gigabytes (4 CDs) of intense virtual worlds bring new meaning to the phrase "epic story." *Nemesis* combines over 10,000 frames of original 3D art and SVGA animations, with the excitement of real time interaction.

This is an intense story about virtual beings with real lives and real enemies and danger at every turn. The *Nemesis* experience marks the beginning of yet another Wizardry Adventure.





Circle Reader Service #165

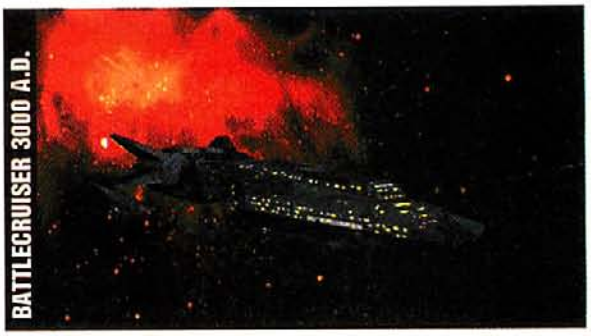
Whatever Happened To ....

Some Vaporware Condenses While Other Games Dissipate

A few products that may have long ago been consigned to the "Vapor Forever" category are currently showing signs that they are "not quite dead, yet." Long-anticipated games that seem genuinely close to release as of press time are: BATTLECRUISER 3000 A.D., HARVESTER and THE ELDER SCROLLS: DAGGERFALL.

Take 2's strategy for BATTLECRUISER 3000 A.D. was to move lone-wolf designer Derek Smart—whose well-known problems with Three-Sixty Pacific (money troubles), IntraCorp (contract differences), Mission Studios (legal difficulties) and Take 2 (contractual disagreements) have been well-discussed on-line—to Latrobe, PA, where the rest of Take 2's developers (known for STAR CRUSADER and RIPPER) are located. Take 2 is currently improving the art (see screenshot) and interface (see our AOL or Web story) while Smart focuses on the game programming itself. It certainly looks as though the game will ship in October (1996, not 3000).

At press time, we have received a "near-gold" version of Bethesda Softwork's THE ELDER SCROLLS: DAGGERFALL. Currently, the terrain model has been significantly enhanced by



algorithms built by fractal genius and pioneer, Dr. Ken Musgrave. This addition guarantees a better look for the game than originally planned, but the true beauty in this game is below the surface. DAGGERFALL offers role-playing detail far beyond games of recent vintage.

Another vintage vapor program is Merit Software's HARVESTER. HARVESTER was a perennial demo at computer industry trade shows and anticipated as one of the most controversial adventure games ever (due to the prodigious blood and gore factor). Delays in HARVESTER can be attributed to both the perfectionism of the designer and the cash flow difficulties of the publisher. Now, Merit anticipates that HARVESTER will be in stores around late October, and our beta version looks like the game is in just about the right condition to make that ship date.

Ironically, at the same time that these classic vapor titles are nearing publication, some nearly complete titles have been pulled back (even though they were allegedly "reviewed" in another game magazine). Mindscape is attempting to make a clear commitment to quality by cancelling SSI's RENEGADE 2 and their own WARHAMMER 40,000 AD: DARK CRUSADERS. In both cases, company officials candidly admitted that the products weren't what they wanted them to be. They suggested that cancelling the products was less expensive in the long run than trying to

ON THE SHELF

Here are some of the hottest products on the market, as well as the ones that frankly ain't so hot. Reviews for most are coming soon.

BACK TO BAGHDAD

BACK TO BAGHDAD is the most realistic jet fighter simulation yet. It packs a top-notch flight model, terrain graphics built from real satellite imagery of Iraq, and intimidatingly realistic radar and weapons systems. Unfortunately, you'll be ill-prepared for this realism unless you're a former F-16 pilot, as the game's manual is dreadfully incomplete. If you're willing to head to the Web for tutorial information, or wait for MSI's add-on manual, this is as close as you can get to the cockpit of a real F-16. There are nagging omissions, such as the lack of wingmen on most flights, but you'll be so busy flying the plane you won't have time to be annoyed. Despite an instant-





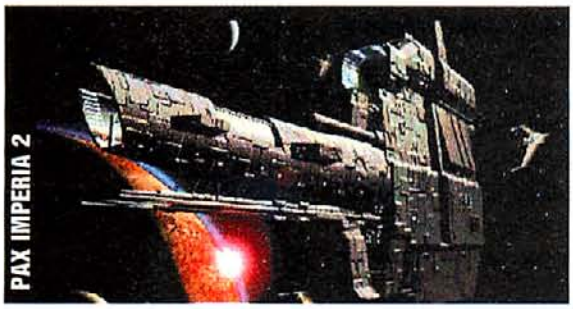
from Interplay Productions that the rumored computer version of Axis & Allies is off. Early understandings with the Milton Bradley division of Hasbro apparently broke down when new personnel at the boardgame company entered the picture. Apparently, Hasbro intends to publish a computer version themselves similar to the CD-i version which was published a few years ago.

Finally, this just in from Spain. Generalissimo Francisco Franco and Champions: The Computer Role-Playing Game are both still dead.

rebuild a reputation for quality after putting out inferior products.

In addition, Blizzard Entertainment has pulled the plug on Pax Imperia 2, the long-awaited game of interplanetary conquest. According to Blizzard, this had nothing to do with the upcoming release of Starcraft since the two games are totally distinctive in style and substance.

We have also received word



PLAYING LATELY?

This month Duke Nukem 3D kicks Civilization II down to third place, while Warcraft II holds the number two position for the third consecutive month. Heroes of Might and Magic climbs higher up the chart, while Doom II and Nascar Racing both reappear after a long absence.

READERS' TOP 10

You'll no longer find the *CGW* Poll Card bound into the magazine, but check your mail box: We mail a survey to 1,500 randomly chosen subscribers each month, and we use the results to calculate the Top 100 And Playing Lately each month.

		Last Month	Months On Chart
1.	**Duke Nukem 3D** (3D Realms)	3	5
2.	**Warcraft II** (Blizzard)	2	7
3.	**Civilization II** (MicroProse)	1	4
4.	**Heroes of Might and Magic** (New World Computing)	9	9
5.	**MechWarrior 2** (Activision)	-	9
6.	**Steel Panthers** (SSI)	4	9
7.	**Command and Conquer** (Virgin/Westwood)	6	10
8.	**Doom II** (id)	-	6
9.	**NASCAR Racing** (Papyrus / Virgin)	-	5
10.	**Panzer General** (SSI)	10	18

action mode, this one's Hot for hard-core sim flyers, but on the cold side for the USNF "take off and start shooting" crowd.–*D. Atkin*

PC CD-ROM
Military Simulations, Inc, (360) 254-2000
Reader Service #301

CLOSE COMBAT



It's June 1944. The Americans are attempting to break out of the Normandy beachhead, and the Germans are making them pay in blood for every inch of ground they take. In Close Combat, a real-time Windows 95 game designed by Atomic and published by Microsoft, you command either the Americans or the Germans, playing each of the 39 scenarios separately or as part of a campaign. These are small, highly tactical battles in which you maneuver squad sections and individual vehicles in areas that typically cover several hundred yards. The interface definitely takes some getting used to, map scrolling is slow and jerky, the zoomed-in view is so blocky that it's nearly useless, and giving orders in real time can be an exercise in frustration. Still, if you like real-time play and can overlook Close Combat's deficiencies, few games succeed as well in portraying combat up close and personal.–*P. Miller*

Windows 95 CD-ROM
Microsoft, (800) 426-9400
Reader Service #302

FRONT PAGE SPORTS: BASEBALL PRO '96

Front Page Sports: Baseball Pro is back–but is it better? Many of the modifications in the '96 edition are not to the game but to its environment. Revamped for Windows 95, FPS Baseball Pro now consists of a number of small windows that can be turned on and



Dungeons & Dragons Tug-of-War

Who Has What With Regard to AD&D Titles

Since the glory days of the old SSI gold box AD&D RPGs, gamers have been eagerly awaiting the next batch of good *Dungeons & Dragons* role-playing games. The question of late, though, has been who will make these games. Will it be SSI? Interplay? Take 2? It depends on who has the license, and if you ask TSR, they'll say three companies do actually. That's because TSR's AD&D line has over a dozen different campaign worlds,.and each world is its own license. (In addition, check out this month's CG-ROM for a demonstration of the AD&D Core Rules product.)



SSI still has the *Dark Sun* and generic AD&D license, but has decided to take a hiatus from RPGs. Deathkeep was their last AD&D game, and Dark Sun Online, available exclusively on TEN, will be their only RPG for the forseeable future.

Interplay bought the *Forgotten Realms* and *Planescape* licenses. *Forgotten Realms* is the most popular AD&D world, and Interplay's first two titles will be set in this universe, though neither will be an RPG. The first, Blood & Magic, is a real-time strategy game (see last month's Hands On section), while Undermountain will be a 3D action game using the Descent engine (see Inside Action in this month's Action column for details). They are working on two RPGs, one set in the *Forgotten Realms* and the other set in *Planescape*, set for release in late 1997.

Lastly, Take 2 has bought the *Ravenloft* license, and their first game will be a 3D fighting game pitting your player character in one-on-one combat in various arenas against Baron von Strahd and other undead creatures. Called Iron & Blood, it should be available in the coming months for the Playstation and PC.

The potential could be there for even more games from more developers, as TSR still has many other AD&D worlds which haven't been licensed as of yet. Other notable campaign worlds still to be snatched up include the popular *Dragonlance* campaign, the new *Birthright* campaign, the *Mystaria* campaign, the *Spelljammer* world and the *Council of Wyrms* setting.—*Elliott Chin*

From G Ratings to X, GT Interactive Spans the Gaming Market

Close on the heels of GT Interactive's acquisition of FormGen, publishers of the popular and controversial game, Duke Nukem 3D by 3D Realms, GT has moved into the children's market, too. In two separate acquisitions in as many weeks, GT purchased Humongous Entertainment, publishers of the best-selling Freddy Fish and Putt Putt children's games, and FormGen. At the time this issue went to press, there were no plans to liquidate, consolidate or change the operations of either of the two acquired firms. Although a spokesman for GT was unable to reveal the dollar value of the FormGen purchase, he did say the purchase of Humongous was valued at approximately $76 million. These two purchases follow an earlier GT purchase of WizardWorks, makers of the "Zone" add-on products, H!Zone for Hexen and Heretic, and F!Zone for Fury 3. The acquisitions, in conjunction with GT's exclusive distribution agreement with Walmart stores representing over 150 software publishers, depicts GT's goal of targeting all areas of the gaming market.

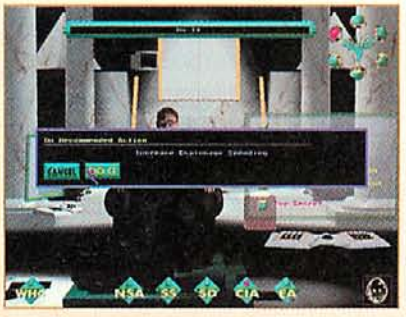
Acclaim Adjusts PC Game Strategy

As part of Acclaim's relatively new emphasis on PC Games, the successful cartridge maker has had to come to grips with the differences between the videogame and computer game markets. As a result, the Long Island-based company has focused on finding unique Affiliated Labels to distribute as it re-engineers its in-house development strategy. Currently, the company has distribution and hybrid (development/publishing deals) with Pulse Entertainment (Bad Mojo) and Take 2 Software (Ripper and the upcoming Blood & Iron (set in the Advanced Dungeons & Dragons world of *Ravenloft*). In addition, their long-term developer, Sculptured Software is hard at work on a 1Q97 title called Stratosphere. Stratosphere is a networkable real-time strategy game and features some intriguing interplay with flying land masses.

ON THE SHELF

off and moved around for a customized setup. The main gameplay window contains the conventional catcher's perspective, but after the ball is hit the game switches to 3D mode, and uses similar graphics as the previous version. Graphical performance, even in Windows 95 and a speedy system, is its weakest position. The AI has a few potentially game-blowing errors as well, such as some really dumb base-running decisions. Aspiring Lasordas and Weavers, however, should appreciate the multitude of player statistics and managerial options. The ball games themselves tend to be statistically realistic, and the superb ball physics add to this feel.– *T. Kaiafas*

PC CD-ROM
Sierra On-Line, (800) 757-7707
Reader Service #303

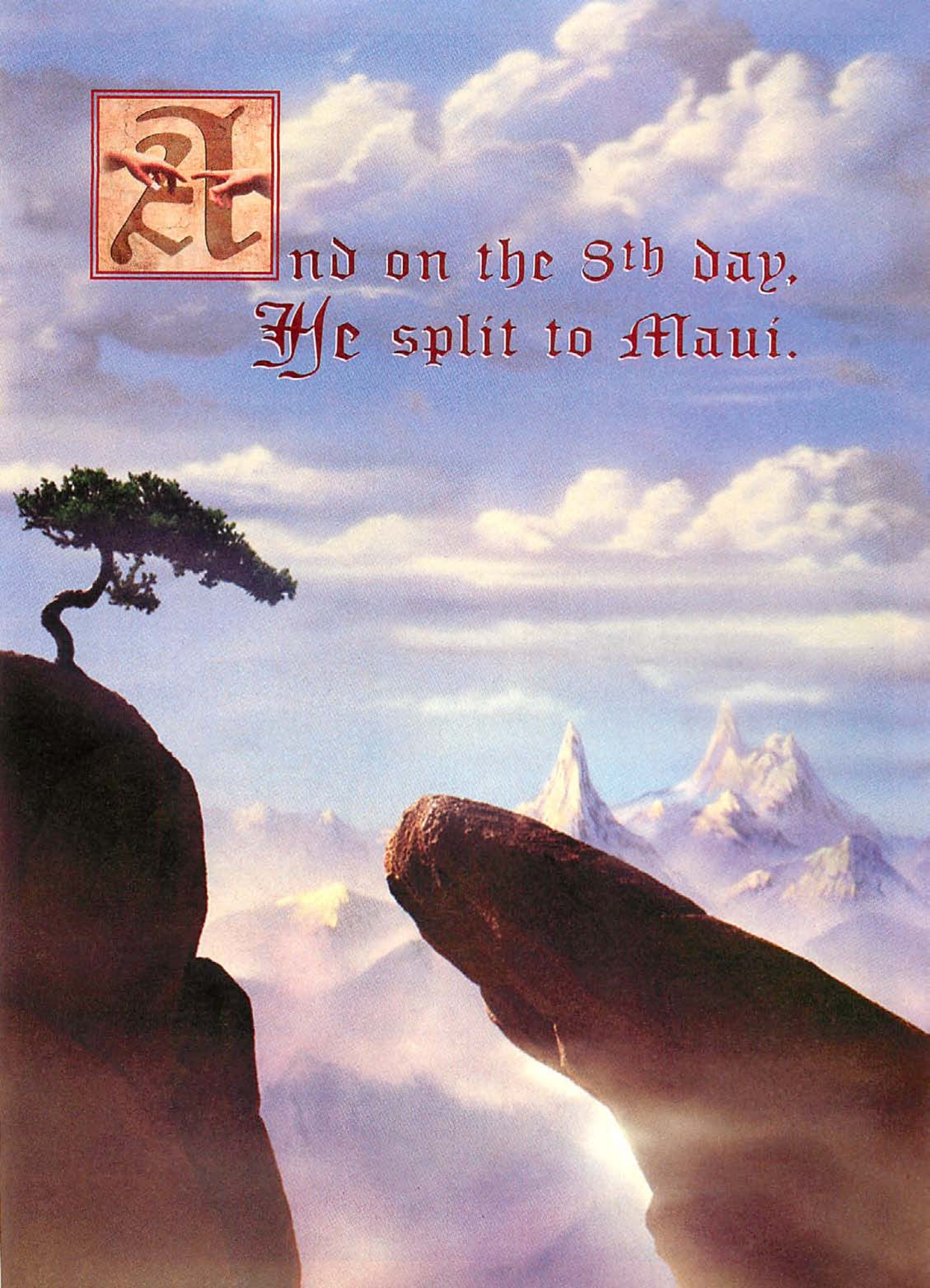


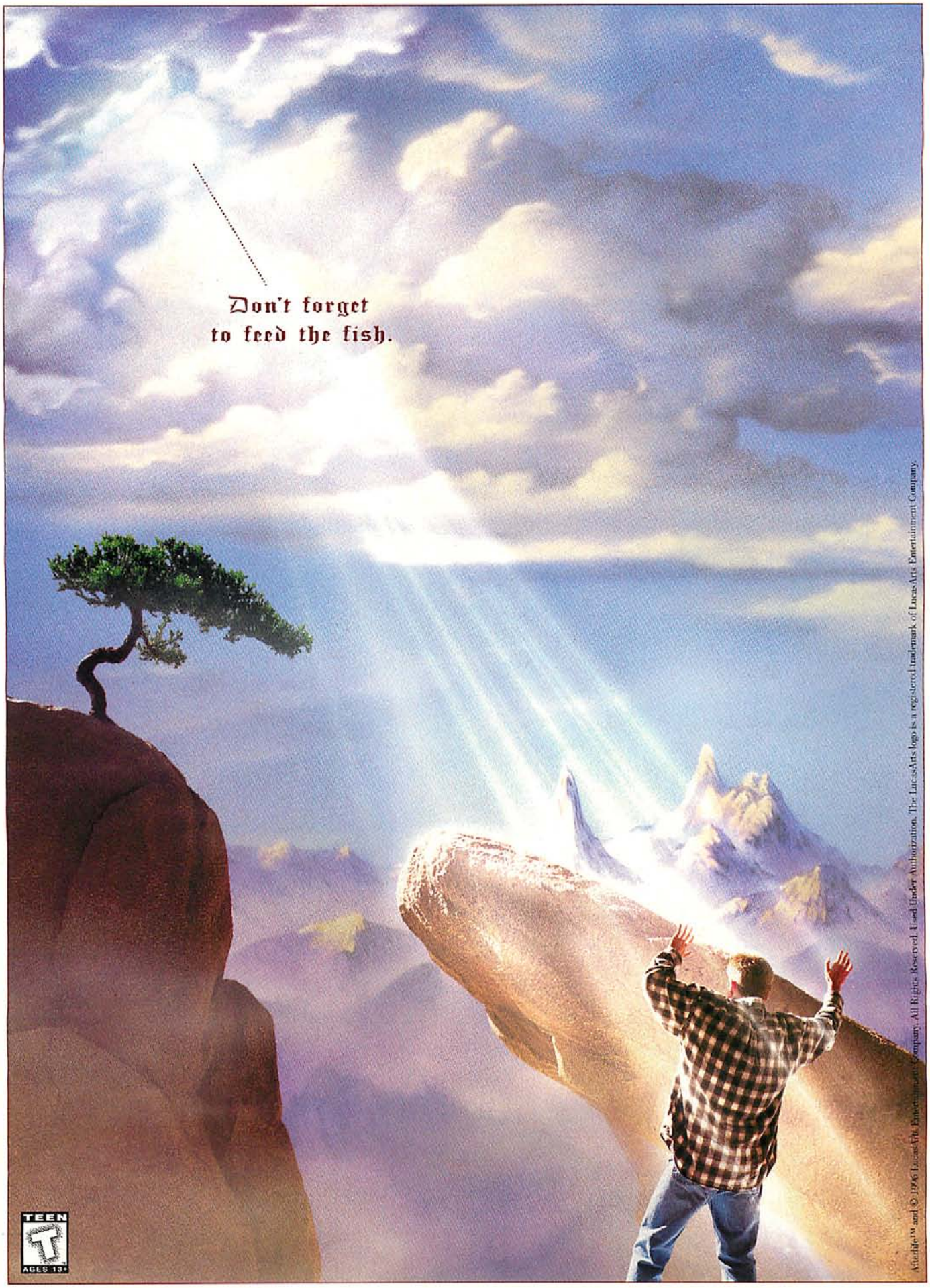
CYBERJUDAS

CG HOT

Essentially a new edition of an intriguing geopolitical simulation called Shadow President, CyberJudas offers three approaches to simulating the role of U.S. President. You can opt to simply lead the country as you did in Shadow President, a detailed exercise that integrated the *CIA World Factbook* into a game of global diplomacy, economic management, international espionage and military intervention. You can also play the CyberJudas Gambit, the same game with the added intrigue of having a traitor for one of your cabinet members. You try to find out where the traitor is going to intervene next so you can interdict him or her and clear yourself. Another option is the Cabinet Wars scenario, in which you have to balance an administration full of cabinet members jockeying for influence.

Where Shadow President had pacing problems, CyberJudas has a real sense of urgency about it, with an ever-accelerating pace. The graphics are more intriguing than the bland, digitized images of its predecessor; the soundtrack is appropriately eerie; and the heavy statistical model underneath the game is more covert, placing the emphasis on entertainment rather than on number-juggling. CyberJudas


And on the 8th day,
He split to Maui.

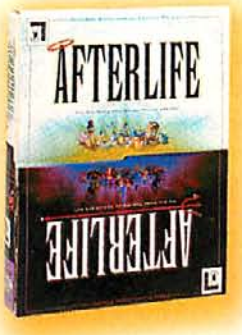


Afterlife™ and © 1996 LucasArts Entertainment Company. All Rights Reserved. Used Under Authorization. The LucasArts logo is a registered trademark of LucasArts Entertainment Company.



ND LEFT YOU IN CHARGE.

INTRODUCING Afterlife.™ THE LAST WORD IN SIMS.



WINDOWS 95, DOS AND MACINTOSH CD-ROM

Welcome to Afterlife. The first world-building simulation that lets you manage two prime planes of "unreal estate"—heaven and hell—simultaneously. Possessed of an unearthly sense of humor, it all begins in a God-knows-where galaxy. There, billions of departed souls hunger for you to give them what they deserve.

Start with the Pearly Gates of Heaven or the Fiery Gates of Hell, zone in blocks of deadly Sins or goodly Virtues and build some roads. Soon, the dearly departed arrive in droves.

Keep them happy and you flourish. Lose too many along the way and it's a visit from the Four Surfers of the Apocalypso (not a good time). Factor in a half-dozen or so disasters (not including total annihilation), money problems, lost souls, headaches on the planet below, and things get complicated in a hurry.

With over 200 artistically rendered rewards, nearly 300 detailed tiles and buildings, more maps, graphs and charts than you can shake a pitchfork at, plus the most sophisticated engine of any sim game beginning with the letter "A," you've got infinite hours of game-play.

Afterlife: Reach the end or die trying.



DISASTERS OF DIVINE PROPORTION INCLUDE DISCO INFERNO (PICTURED), HELL IN A HANDBASKET AND HEAVEN NOSE.



BUILD AND MANAGE TWO PLANES, HEAVEN AND HELL, SIMULTANEOUSLY.



KEEP SOULS HAPPY BY PROVIDING THEM WITH THE REWARDS AND PUNISHMENTS THEY EXPECT, INCLUDING ETERNAL AFTERNOON, TOOTH OR DARE AND DREAMADISE (PICTURED).



JASPER WORMSWORTH AND ARIA GOODHALO HELP YOU KEEP TRACK OF YOUR SUCCESSES AND FAILURES.



FOLLOW THE HIGHS AND LOWS OF INDIVIDUAL SOULS THROUGH THE SOULVIEW FEATURE.

LUCAS Arts

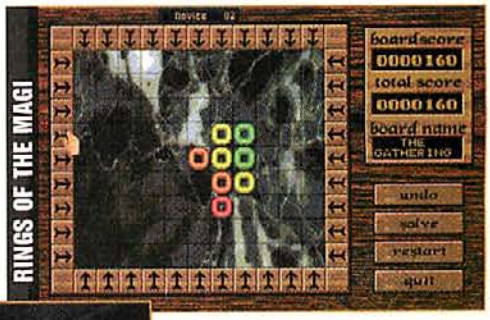
DOWN LOAD THE DEMO!

http://www.lucasarts.com

Circle Reader Service # 118

3D REALMS COMES TO "GET SOME" AS SHAREWARE AWARDS PRESENTED

Honoring the outstanding shareware in the industry, *Computer Gaming World* and *PC Magazine* co-hosted the Ziff-Davis Shareware Awards at the Shareware Industry Conference in Scottsdale, AZ this past June. Selected by the editors of *CGW* from a list of the most popular downloads of 1995-96, the most outstanding shareware game titles for the year ending March 31, 1996 were:





Action, DUKE NUKEM 3D by 3D Realms; Card & Casino game, REAL DEAL from MVP Software (MVP won for their third consecutive year in this category for the outstanding AI and personality in this collection featuring Whist, Black Jack, 31 and more); Puzzle & Logic game, RINGS OF THE MAGI from MVP Software (a classic puzzle game enwrapped in a mythical storyline), and Arcade, C y V's KRYPTON EGG 95 (an addictive, high-resolution arcade game, complete with magical sprites). The real scene-stealer, however, was DUKE NUKEM 3D level designer Richard Gray as he made a return appearance to collect the award for the Best Overall shareware game. DUKE NUKEM was selected for its refreshing spoof of the film industry, its gruesome graphics and its sound bytes with attitude; it's a fast-action, splatter game that's entertaining as well as humorous. All shareware game winners are on this month's CD, or available for download from the ZD Net software library at http://www.zdnet/zdi /shareware.



The Shareware application winners, selected by the editors of *PC Magazine* were: Business & Finance: SMARTDRAW 95 by SmartDraw Software, Inc.; Applications: MY PERSONAL DIARY FOR WINDOWS 95, by CAM Development; Internet Program and Best Program of the Year: FREEAGENT, by Forte Technologies; Networking: X-FORUM 3 NETWORK MESSAGE FORUM, by Extensions Software Corp.; Programming Tools: WINEDIT, by Wilson WindowWare; Utilities: WINZIP FOR WINDOWS 95/NT, by Nico Mak Computing.

ON THE SHELF

offers a fascinating "what-if?" for would-be world leaders that is both replayable and satisfying.–*J. Wilson*

DOS 5.0 + (Win 95 in a DOS box) CD-ROM
Merit Studios, (800) 238-4277
Reader Service #304

MISSION FORCE: CYBERSTORM

Sierra's new robot combat title, MISSION FORCE: CYBERSTORM is proof that good turn-based strategy games aren't dead. This is actually the third product in Sierra's EARTHSIEGE line, but this slick title is a sci-fi strategy game, not a space combat sim. In this futuristic setting, the galaxy has been overrun by technological constructs, the Cybrids. Mankind, too frail to combat these mechanical monsters, has created mechanized defenders of its own: cybernetic troops, the Bioderms, which pilot gargantuan robots called Hercs. Armchair commanders are able to select from a variety of Hercs and missions throughout several solar systems: defending bases, mining precious ore for the war effort, destroying enemy installations and conducting reconnaissance runs. After choosing a mission, you travel planet-side, where combat is played out on a beautiful hex-map over several different climates and terrain. Destroy enough Cybrid bases and you'll receive credits, promotions and new technologies, as well as bigger, badder Hercs. Suffer too many defeats, and your commanders will terminate you before the Cybrids do. Sci-fi generals can at last breathe a sigh of relief; we've got a good combat strategy title on our hands.–*E. Chin*



Windows 95 CD-ROM
Sierra On-Line, (800) 757-7707
Reader Service #305

CyberJudas™

THE SEQUEL TO
SHADOW PRESIDENT

THE SIMULATION OF
WORLD POLITICS
AND GLOBAL
ESPIONAGE

"★ ★ ★ ★" PC GAMES





"You rarely see this kind of complexity in games today."
CD-ROM Today

"This program is to international relations as Deep Blue is to chess."
Professor Ben Hunt
Dept. of Politics at New York University

YOU ARE THE PRESIDENT AND THE PREY

MERIT STUDIOS
(800) 238-4277

www.softdisk.com/comp/merit

© 1996 D.C. True, Ltd. CyberJudas is a registered trademark of D.C. True, Ltd. All Rights Reserved.

D.C. TRUE, LTD.

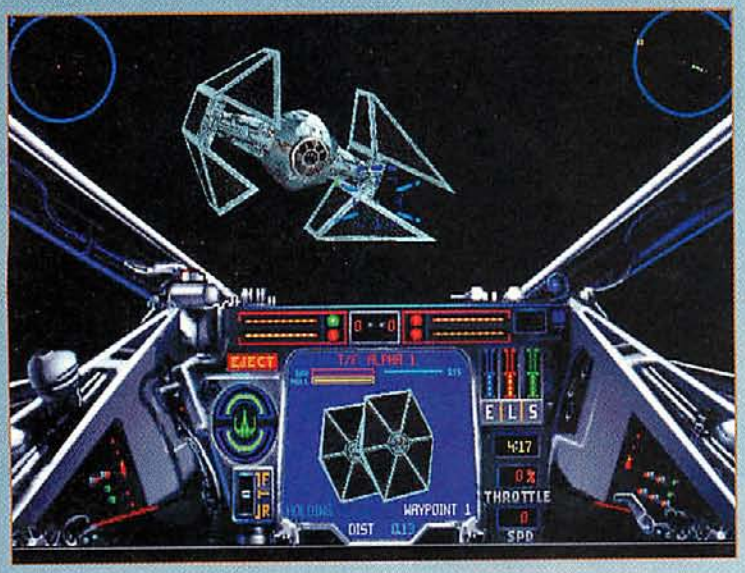
Circle Reader Service #228

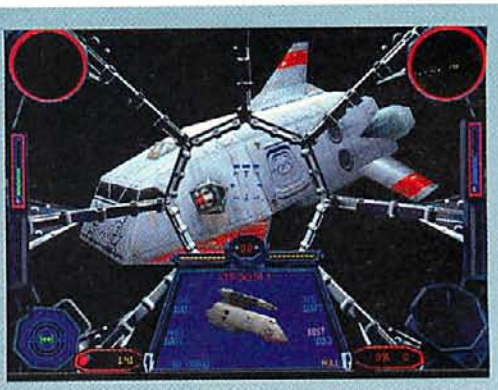
SIGHTINGS

Here's an early look at the space invaders that will be vying for room on your hard drive. Some of these games are still months away, and they aren't even playable yet, but at least you can see what they look like, and get an idea what their intentions are.

X-Wing Vs. TIE Fighter

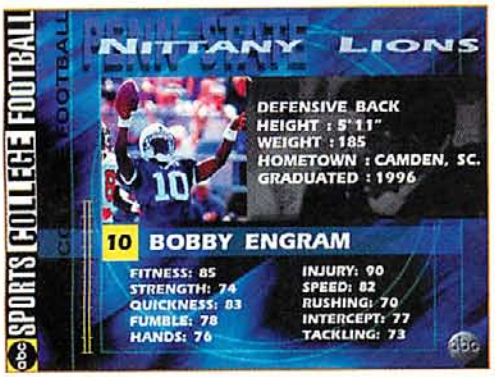
X-WING VS. TIE FIGHTER, the next space sim from LucasArts, sounds simply outstanding. LucasArts has finally jumped into the world of multiplayer gaming, and this first foray won't disappoint all you space jockeys out there. Unlike its predecessors, there is no "plot" or campaign structure, but it is filled with a string of nonlinear missions. The design team is discussing the possibility of the Battle Of Endor as being the backdrop to these missions. The game has some single-player missions, but those will mostly be used as trainers for the real purpose of this game: multiplayer Star Wars. The *confirmed* ships for each side are the Rebel alphabet soup (X-, Y-, B- and A-Wings) plus the Z-95 Headhunters. And those with Imperial tastes will fly the four TIE models—Fighter, Interceptor, Bomber, and Advanced–as well as the Assault Gunboat. The other ships have yet to be decided, but there will be *no* TIE Defender or Missile Boat, as gameplay will be too unbalanced. In addition to the multiplayer capabilities, X-WING VS. TIE FIGHTER also features a gorgeous new texture-map engine (check out the blast door on that Assault Transport), and in the end, looks like another great space sim. Star Wars fans could fly at each other this coming Christmas. *-T. Nguyen*





ABC Sports College Football

We hope stat-obsessed gridiron fans can get their collegiate pigskin fix from the few remaining text-based games available, because the action spectrum currently has all the variety of a Woody Hayes "3 yards and a cloud of dust" offense. The latest attempt to finish atop the coaches' poll at the end of the season is ABC SPORTS COLLEGE FOOTBALL by OT Sports. This isn't simply a rehash of their ABC MONDAY NIGHT FOOTBALL game, either (see the preview of MNF on page 178). The design team uses a combination of ABC's graphics and their own in-house touch to create a look that effectively captures the energy of the college game. At times, you'd swear you were watching commercials of upcoming contests on your TV set.





The offensive and defensive playbooks are appropriately less complex than those of their pro counterpart. And, as you'd expect from an action game, the play is brisk and appears a bit slanted in favor of the offense. Still, there is plenty going on here to keep any fan happy: wishbone offenses, numerous blitzes, the wide-open Florida passing attack. In addition to many current teams, the player lists go back to the glory days of college football, so you can see how Bear Bryant's great Alabama teams might fare against Lou Holtz's best from Notre Dame. The multimedia support is a treat, featuring commentary from Bob Griese and Keith Jackson, who never seems to run out of charming tales of touchdowns gone by.–*T. Coleman*



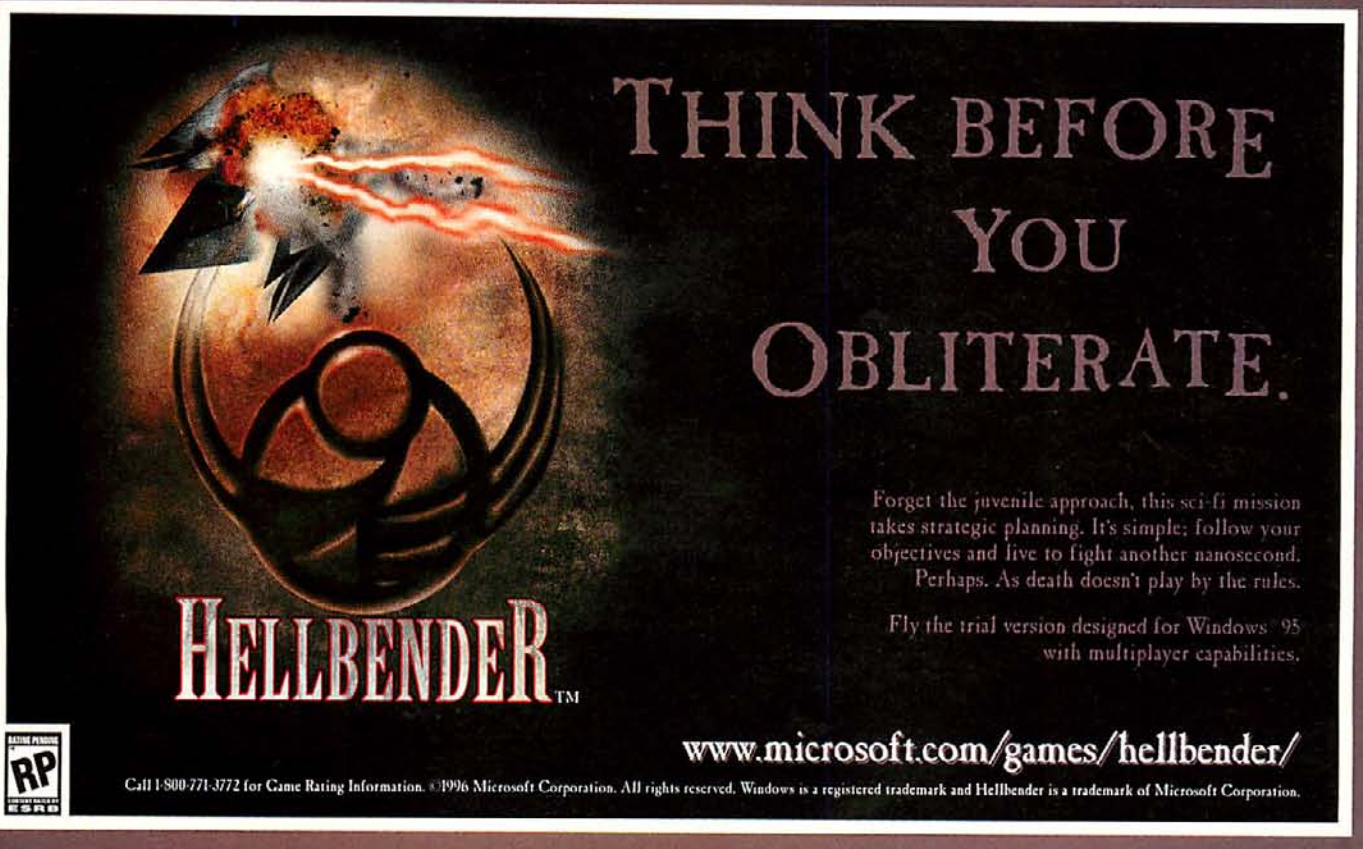
Obsidian

Rocket Science's OBSIDIAN looks like it might be bizarre enough to distinguish itself from the growing herd of MYST clones. When the game begins, your friend Max has disappeared, and to retrieve him you must enter a giant, mysterious structure that has appeared in the middle of a forest. Once you pass into the obsidian, you find yourself in a surreal, Escher-like environment in which you can never quite tell which way is up. As you search for your friend, you'll travel to four different fantasy realms–all well rendered in 3D. The puzzles that we saw in the pre-alpha ran the gamut from simple word puzzles to more difficult space/physics problems, and seemed to be well incorporated into the game's plot. The game is due for the PC and Mac in late October.–*J. Green*

Outlaws

OUTLAWS is another first for LucasArts–its first hybrid action-adventure game. The Jedi Engine from DARK FORCES combined with the animation style of FULL THROTTLE will make this game look unique. Players will also be able to wander around the environment in first-person 3D perspective and interact with the characters rather than simply shooting them. The multiplayer aspect will strictly feature shooting action, but the single-player game sounds more interesting. With a rich plot involving revenge and corruption in the gritty style of a Clint Eastwood movie, this may be the first 3D shooter with a *real* plot.
–*T. Nguyen*

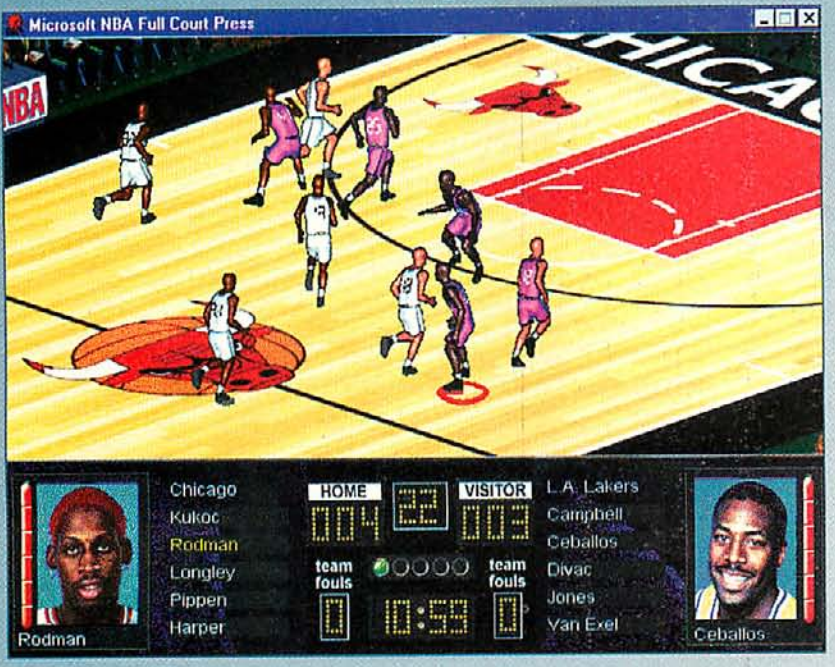




HANDS ON

These are the products in development we've actually spent some time with. They represent some of the most interesting titles in the Pipeline, and they are complete enough to actually tell how they're going to play. Most should be released soon.

Microsoft NBA Full Court Press



EA Sports' NBA LIVE franchise is a little like the Chicago Bulls these days. Sure they're great, but the lack of competition is really starting to make things dull. Now, with Microsoft's NBA FULL COURT PRESS, it looks like a contender is joining the tiny PC basketball league–and in its current beta form, it's already looking like it might outplay the champs.



All 29 NBA teams are available for single-game, season and playoff competition, while a very cool practice mode lets you work on your moves (including set plays) in a noncompetitive setting. The game's 2D graphics are cartoony, but sharper than EA's, and the gameplay hits a solid action-oriented groove. The beta's AI and stats were way out of whack (in my first two seasons, the *Washington Bullets* were the NBA champs), but the designers said that these components were still being tweaked.

Interface-wise, this Win 95 game is a full-on slam dunk, boasting just about the best-designed and most-intuitive screens I've seen on any sports game. Everything from substitutions to playbook changes is just one or two mouse clicks away. The Team Editor, for adjusting rosters and editing players couldn't be easier–which, in the wake of this summer's trading free-for-all, is very good news. Even better is a button (not functioning in the beta) that promises to let you connect to Microsoft's Web site to download updated stats without leaving the game. Multiplayer support (up to eight players) and a 100-play playbook (each one diagrammed and explained) round out a title that–pay attention, EA–has a serious chance of taking the PC basketball crown.–*J. Green*

Microsoft, (206) 882-8080

PC CD-ROM

PIPELINE

10th Planet Bethesda	9/96
ABC Monday Night Football OT Sports	9/96
AD&D Blood & Magic Interplay	10/96
Aide De Camp 2 HPS Simulations	Fall 96
Battleground: Sinai Talonsoft	Fall 96
Battles of Alexander Interactive Magic	Spring 97
Betrayal In Antara Sierra	9/96
Callahan's Crosstime Saloon Legend	10/96
Crusader: No Regret Origin	9/96
Dark Earth Mindscape	10/96
Diablo Blizzard	9/96
Dungeon Keeper EA/Bullfrog	9/96
F22 Lightning II Nova Logic	10/96
FPS Football Pro 97 Sierra	11/96
Gene Wars EA/Bullfrog	10/96
Guardians of Destiny Virgin	Fall 96
Flying Nightmares 2 Domark	Winter 96
Heroes of Might and Magic II New World	10/96
History of the World Avalon Hill	Fall 96
IF22 Interactive Magic	Winter 96
iM1A2 Abrams Interactive Magic	10/96
Interstate 76 Activision	Winter 96
Jedi Knight: Dark Forces II LucasArts	2/97
Jetfighter III Mission Studios	10/96
John Madden 97 EA Sports	Fall 96
Leisure Suit Larry 7 Sierra	11/96
Lords of the Realm II Sierra	11/96
Lost Vikings II Interplay	12/96
Magic: The Gathering MicroProse	Spring 97
Magic of Xanth Legend	Winter 96
Master of Orion II MicroProse	Fall 96
Mechwarrior: Mercenaries Activision	9/96
Monster Truck Madness Microsoft	Fall 96
Myst II Broderbund	Winter 96
NBA Full Court Press Microsoft	9/96
Nemesis Sir-Tech	9/96
New Order Epic	Winter 96
NFL Instant Replay Philips	Fall 96
NFL Legends Accolade	Fall 96
Obsidian Rocket Science	10/96
One Must Fall Epic	Fall 96
Over the Reich Avalon Hill	9/96
Pacific Tide Arsenal	Fall 96
Pod UbiSoft	Fall 96
Privateer: The Darkening Origin	10/96
Red Baron II Sierra	11/96
Return to Krondor 7th Level	Fall 96
Reverence Cyberdreams	Fall 96
Risk! Hasbro Interactive	Fall 96
Scrabble Hasbro Interactive	9/96
Shadow Warrior 3D Realms/FormGen	Fall 96
SimGolf Maxis	Fall 96
Star Craft Blizzard	Winter 96
Star Fleet Academy Interplay	Winter 96
Star General SSI	11/96
Star Trek: Generations MicroProse	9/96
Syndicate Wars EA	9/96
TFX 3 Ocean	Q1/97
Tomb Raiders Domark/Eidos	Winter 96
Toonstruck Virgin/Burst	10/96
Ultima Online Origin	12/96
Vampire Diaries Her Interactive	Fall 96
X-Com 3: The Apocalypse MicroProse	Fall 96
Xenophage Apogee/FormGen	Fall 96
X-Wing vs. TIE Fighter LucasArts	Fall 96
ZuluWar! Incredible Simulations	Fall 96

FOR A MERCENARY, THERE'S ONLY ONE DIFFERENCE BETWEEN LIFE AND DEATH...

ACTIVISION®

Circle Reader Service #41

DEATH PAYS.

THE ALL NEW SEQUEL FROM ACTIVISION. HONOR MADE YOU FAMOUS. NOW WAR WILL MAKE YOU RICH.



MECHWARRIOR® 2
MERCENARIES™

COMING SOON ON MS-DOS® AND WINDOWS® 95 CD-ROM.
CASH IN AT HTTP://ACTIVISION.COM/MECH2.HOME

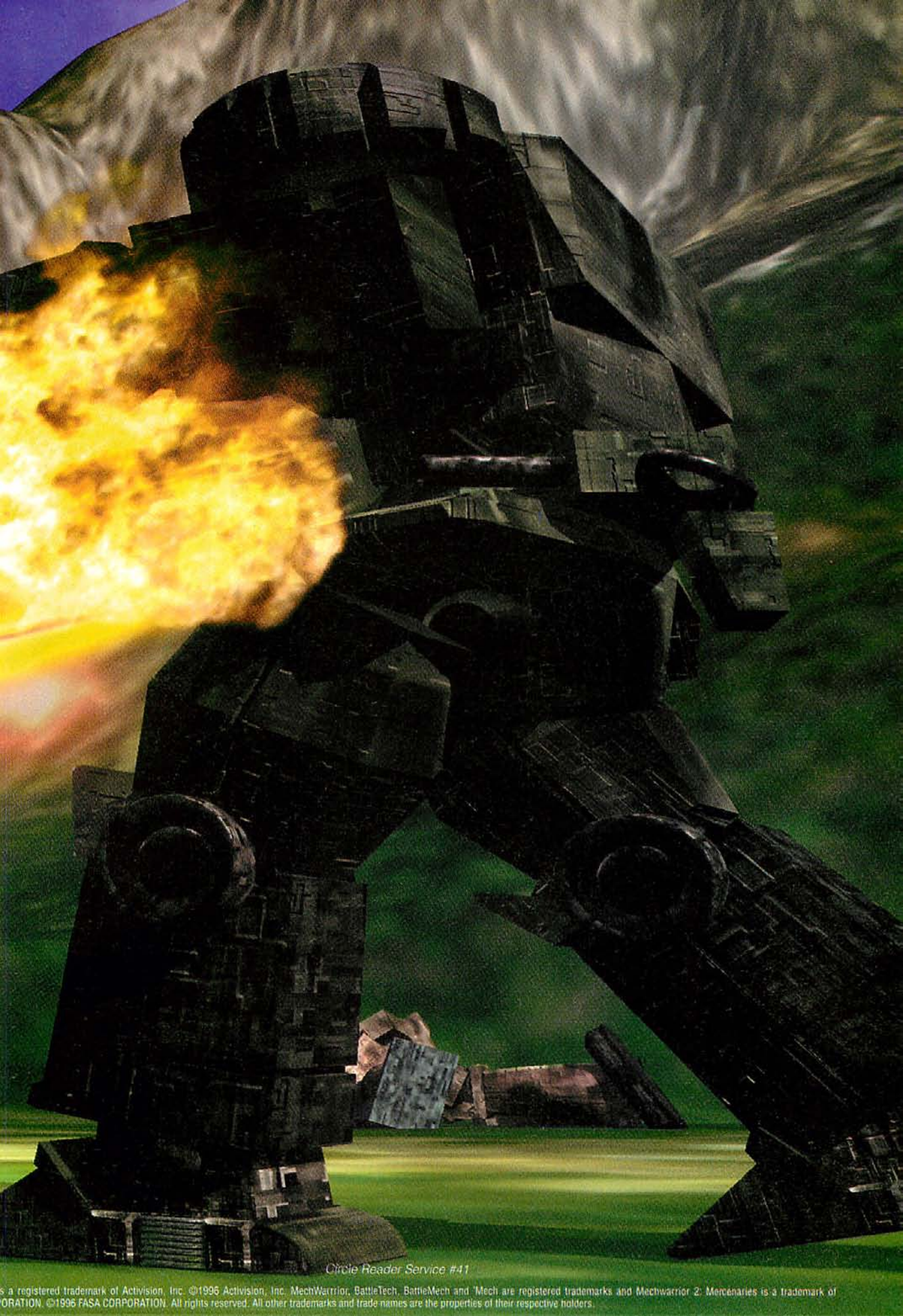
OFFICIAL PRODUCT BATTLETECH UNIVERSE

FASA CORPORATION

SOUNDELUX

ACTIVISION®

Activision
FASA COR



Circle Reader Service #41

s a registered trademark of Activision, Inc. ©1996 Activision, Inc. MechWarrrior, BattleTech, BattleMech and 'Mech are registered trademarks and Mechwarrior 2: Mercenaries is a trademark of ORATION. ©1996 FASA CORPORATION. All rights reserved. All other trademarks and trade names are the properties of their respective holders.

HANDS ON

Toonstruck



This eagerly anticipated title seemed to be foundering in development purgatory at Virgin, until it was suddenly resurrected under their new internal development group, Burst. It looks to be well worth the wait. Drew Blanc (played by Christopher Lloyd) is an animator who gets sucked into a wacked-out cartoon world where he must save the lands of Cutopia from the Evil Count Nefarious, with the help of his sidekick, Flux Wildly. While this may sound like another wander through Wonderland for the kiddies, it most certainly is not, given that it features such twisted characters as a dominatrix sheep and a maniacal clown.



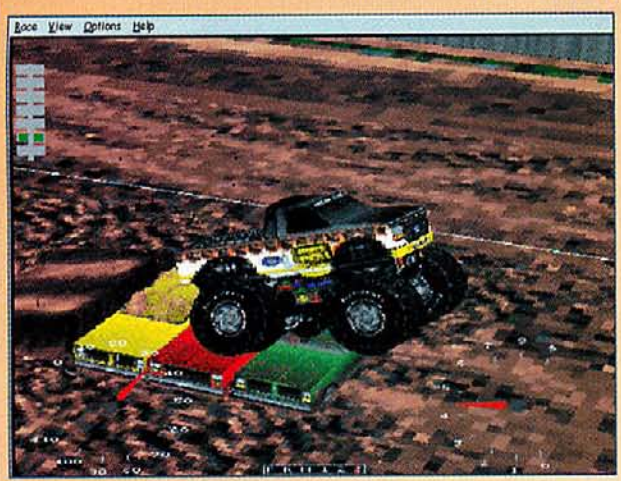
TOONSTRUCK plays like an homage to the old LucasArts adventures (such as SAM & MAX HIT THE ROAD or DAY OF THE TENTACLE)–right down to the onscreen text blurbs and inventory system–but updated with high-quality animation. Nobody looks more at home in a cartoon world than Christoph Lloyd, and his live-action character blen almost seamlessly into the animated en ronment.

The puzzles are still being polished fo more balanced play, but in general they tend toward the "find the object to complete the task" theme, though in this ca toon world, the answer isn't usually all straightforward. Players will have to thin like Bugs Bunny to get anywhere, which some gamers may find frustrating.

TOONSTRUCK is a relentlessly funny game, and the designers are taking gre care to keep the comic timing sharp. T humor leans toward the black comedy SAM & MAX, with robust wordplay throw in for good measure. Though certainly to everyone's taste, TOONSTRUCK looks li the favored heir to the LucasArts throne.–*K. Hedstrom*

Virgin Interactive,
(800) 874-4607
PC CD-ROM

Monster Truck Madness



Sunday! Sunday! Sunday! Microsoft is known for Windows, their flight sims, arcade re-releases, and for Bill Gates's money. Now they want to add a new item to their repertoire: a monster-truck simulator. That's right, Microsoft's first racing game is not a NASCAR or INDYCAR II-clone, it's MONSTER TRUCK MADNESS. With great graphics, authentic sounds including an obnoxious horn and Armey Armstrong's "Sunday! Sunday! Microsoft aims to make this a rowdy racing experience Utilizing DirectX2, Microsoft plans to use DirectDraw and Direct3D to make it pretty too, with detailed texture maps on the actual trucks and DirectPlay for multiplayer support.

So is it an arcade racer or a sim? Well, it's a little early to tell, but the game does have customizable realism options. The early alpha version w saw had a physics model that needs a bit of work (vehicles topple too eas ily even for monster trucks), but overall, MONSTER TRUCK MADNESS looks quite good. Also, in the grand tradition of Microsoft encyclopedias, you now get an online encyclopedia of monster truck racing. Use the Instant Replay option to compare your crashes to footage of some of "the most spectacular crashes i history." The MADNESS will roll around (Sundays) this fall.



–T. Nguyen
Microsoft,
(206) 882-8080
Windows 95 CD-ROM

Bad To The Drone!

BANZAI BUG!™



Eight fully rendered 3D levels



Bug-phobic human adversaries



3 Axis, 360° freedom of flight



Scores of ground-based and airborne bogies

A Flight-Sim for Novices and Aces Alike

Beneath the animated, exoskeleton of Banzai Bug beats the heart of a joystick-wrenching, pheromone-pumping, action-packed flight-sim. Designed for all of you gamers with better things to do than memorize a tech manual the size of a calculus book, Banzai Bug weaves a humorous story-line and wise-cracking dialogue seamlessly into the aerial action. Lead Banzai on a mission to drive the bug-phobic humans out of the house forever. Banzai Bug will be flying off your local software retailer's shelf beginning this October.

CD ROM

GRAVITY

GROLIER INTERACTIVE INC.

(203) 797-3530
http://www.grolier.com

Banzai Bug! is a trademark of Grolier Interactive Inc.



© 1996 Fox Interactive Inc., "Die Hard Trilogy" © 1996 Twentieth Century Fox Home Entertainment, Inc. All Rights Reserved.
"Twentieth Century Fox," "Fox" and their associated logos are the property of Twentieth Century Fox Film Corporation.

DIE HARD TRILOGY

Three Explosive Games In One!



Full screen 3-D action as you fight to rescue innocent hostages in a skyscraper wired to explode!



Arcade shooting at its fastest and finest as you eliminate terrorists at Dulles Airport!



Heart-accelerating, driving adventure as you race through New York City to find hidden bombs!

Circle Reader Service #268

Coming soon for Sony PlayStation™, Sega Saturn™ and Windows 95™ CD ROM.

CHAIN LIGHTNING



The Next Generation Of Combat Simulators Rides In On The F-22

by Denny Atkin

When the first production Lockheed Martin F-22A Lightning II enters U.S. Air Force service in the year 2000, it will usher in a new era of American air superiority. Combining stealth, agility, supersonic cruise and advanced avionics that take much of the workload off the pilot, the F-22A will be unmatched in the air combat arena.

What better aircraft, then, to usher in the next generation of flight simulators? That's certainly the popular view among software companies, with four F-22 simulators set for release between now and next spring.

DIAMOND FORMATION

In coming months potential F-22 pilots will be able to choose between F-22 LIGHTNING II, from NovaLogic; IF-22 LIGHTNING, from Interactive Magic; TFX3: LIGHTNING STRIKE, from Ocean and DID; and the long-awaited JETFIGHTER III, from Mission Studios. Although they all simulate the same aircraft, each takes a different approach, running the gamut from trying to please the instant-action crowd to those looking for dead-on realism. Two of the programs run under DOS, and the other two are Windows 95-native games. We take an early look at all four games in the following pages so you can see which one fits your particular piloting style.

Despite the varying levels of realism, none of these games should be intimidating. That's because, despite its sophistication, the F-22 will be a uniquely easy aircraft to fly. When Lockheed and Boeing designed the jet's control systems and avionics package, they set out to create an environment that would allow the pilot to concentrate on the combat task. The computers that direct the F-22's digital fly-by-wire control system help keep the plane from departing from controlled flight, and a new cockpit display system tightly integrates radar, passive sensor, AWACS and JSTARS downlinks, and other information to give the F-22 pilot unrivaled situational awareness. Thrust vectoring gives the aircraft superior agility, and its stealthy design makes it nearly invisible to long-range radar. In short, the plane's easy to fly, and it can spot its enemies before they spot it.

Compared to the accurate simulation of the F-16 Fighting Falcon in MSI's BACK TO BAGHDAD, any of these F-22 sims may initially feel like a simplified arcade game. But a real F-16 pilot who drops into the cockpit of one of the first F-22As will have a similar sensation.

F-22 LIGHTNING II

First off the runway will be NovaLogic's F-22 LIGHTNING II. While previous NovaLogic efforts have tended to skirt the line between simulations and action games, the company is making a concerted effort to ensure that this product will be perceived as a true sim. Slated for release in early September, this MS-DOS game should be a pleasant surprise for those players who wrote off the COMANCHE series as arcade games.



FJORD ESCORT The coastal terrain in NovaLogic's F-22 LIGHTNING II is dazzling, but don't let the scenery distract you from your mission.

That said, F-22 LIGHTNING II is still accessible to the less hard-core sim flyer, and in fact the campaign mode seems geared more toward the casual sim player. Instead of a dynamic campaign or a branching mission tree, F-22 LIGHTNING II features a series of sequential missions, a la COMANCHE.

The game consists of five campaigns, each of which features eight or nine missions. Each campaign is located in a different potential trouble spot: Myanmar (Burma), Siberia, and Serbia were strong candidates for inclusion as this was being written. Rather than changing the next mission depending on the outcome of the previous attack, NovaLogic is working on the theory that your reward for winning the mission is being able to move on to the next one.

Look for these missions to be primarily of an air-to-air variety. That's true to the real F-22, which is an air-superiority fighter first and foremost, with precision ground strike as a secondary role. The F-22 is an extremely expensive aircraft, about $100 million a pop, so the Air Force will be using the machine primarily on missions involving high-value targets. Look for AWACS attack and escort missions, attacks on priority targets, and defensive dogfighting, as well as occasional ground attacks using the new JDAMS (Joint Direct Attack Munitions) precision-guided bombs.

In addition to the campaign, there will be a US NAVY FIGHTERS-style quick start mode, where you pick the type of mission, the kinds of planes to include and the enemy skill level, and then jump right in.

These missions will take place over a wide variety of terrain types, depending on the campaign. Ocean will give way to green, rolling hills and then to inland mountains in one area, while another will feature a variety of desert landscapes. Perhaps the most interesting to dogfight over will be the Vietnam-like mountainous jungle environment with its steep, rocky cliffs. Seasons will also come into play, so expect snow cover in some missions.

It's the terrain that's the most striking feature of F-22 LIGHTNING II. (To be fair, all entries here top previous efforts in the genre.) NovaLogic isn't using its trademark Voxel Space technique here, but the terrain graphics are breathtaking nevertheless. There's no ground warping, visible tiling or polygon pop-up here, and because the game is written completely in speedy assembly language, the terrain flies smoothly at 640x480, even on slower Pentium systems. If you do find things jerky, 320x200 and 400x300 resolutions are supported as well. (The latter resolution is great for full-screen displays on 800x600 laptop screens.)

The aircraft look great as well; the F-22 here is by far the most strikingly rendered plane yet seen in a PC simulation. Control surfaces move realistically as you maneuver, and you can watch the thrust vector as you pull on the control stick. Enemy and allied aircraft you'll encounter include AWACS, B-1Bs, F-15s, MiG-27s and Su-27s. All the aircraft are light-source shaded and fully texture-mapped.

Except for a preliminary heads-up display (HUD), the cockpit was unfinished in the version that I flew, but NovaLogic plans to accurately model the instruments found in Lockheed's F-22 simulator, including four multifunction displays (MFDs) showing the overall situation, threat status, target information and stores status.

Flight modeling sets new standards for NovaLogic. It's tough to really put a simulation of an advanced aircraft like the F-22 through the wringer, since its digital fly-by-wire controls help keep the plane from departing from controlled flight and because its engines are so powerful that you can pull off maneuvers that would send lesser planes plunging toward the earth. Still, the aircraft does properly lose speed in turns, and stall characteristics seem realistic. NovaLogic says the sim should properly reflect the F-22's nonlinear pitch rate and accurately model the plane's roll velocity and response.



TARGET DISPATCHED An unlucky MiG-27 falls victim to an F-22's AMRAAM missile, never knowing what hit it.

Once you master the F-22's flight characteristics, you'll be able to test your skills against other players. You can fly any of the campaign missions in cooperative mode, or set up melee-style free-for-all air combat. Network, modem and direct serial connections will be supported.

Although the flight model, terrain and graphics engine were solid in the version I tested, the enemy AI wasn't complete, leaving that as the

wild card. Assuming the opposing aircraft fly in a challenging and realistic manner (the quality of the now-complete portions of the sim imply that they will) then this first F-22 sim should garner quite a following. Only those who desire a dynamic campaign environment are likely to be disappointed.

IF-22 LIGHTNING

IF-22 LIGHTNING marks the return of former MicroProse chief Wild Bill Stealey to the flight sim arena. (Interactive Magic's previous sim efforts, APACHE, HIND, and F-16, are cooperative productions with England's Digital Integration.) This game is a far cry from the simple "kill the primary target, then take out the secondary target" MicroProse sims of yesteryear. IF-22 (the "I" is an Interactive Magic trademark, not part of a real military designation) promises to usher in a number of technological breakthroughs, and to provide the player with a rich, convincing combat environment. Because the game



HEAD FOR THE ROCKIES With satellite images mapped on accurate terrain elevations, IF-22 LIGHTNING's ground sports unprecedented realism.

is still a ways off–it won't ship until the first quarter of 1997–I recently flew to Interactive Magic's headquarters in Research Triangle Park, North Carolina, to meet with IF-22's development team and fly an early alpha version.

The most startling initial impression comes from the simulation's terrain system. Where NovaLogic's terrain is representative of the combat arena, and JETFIGHTER 3 uses hand-created textures wrapped on realistic elevation data, IF-22 goes a step further by wrapping real satellite images on top of accurate Digital Elevation Map [why caps—throughout?] data. The alpha test version used a Grand Canyon terrain map, with spectacular results. The final game will send the player on missions in Bosnia, the Persian Gulf and the southwestern corner of the former Soviet Union. Approximately 80,000 square miles (a 400-by-200-mile corridor) of each region will be modeled using photographically accurate 3D terrain.

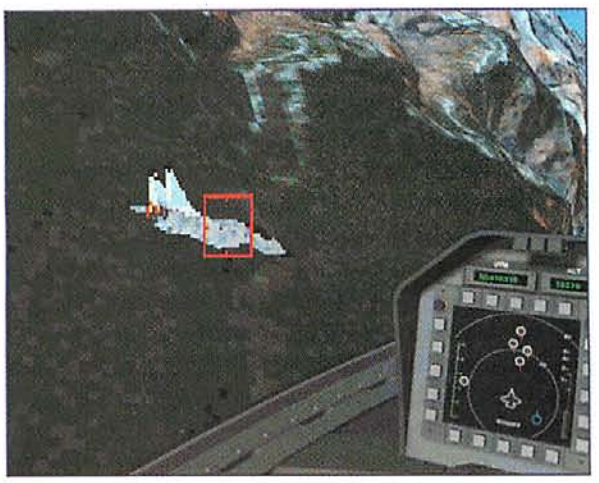
A welcome feature will be Interactive Magic's unique fractal microtexturing, which will add detail as you fly low to the ground. This will spare you the experience of flying over giant, square pixels that you get when hugging the ground in other sims. Standard graphics will be 640x480 with 256 colors, but if you own a 3D card that supports Direct 3D, you'll be treated to resolutions up to 1024x768 with 16-bit color.

IF-22 will use a dynamically generated campaign system, similar to that in EF2000, where the simulation tracks the progress of the ground and air war going on around you. The simulation will examine the current battle situation and generate a list of potential missions. As squadron leader, you'll choose the mission for your flight. Before you take off, you'll be able to modify aircraft weapons loadouts, change waypoints to and from the target to avoid radar coverage, and alter other mission parameters. Typical missions should feature four to six aircraft. Many of the missions will be escort assignments, where you'll fly top cover for F-15E Strike Eagles, F-16 Fighting Falcons and A-10 Warthogs. As squadron commander, you'll be able to choose how many F-22s to take along–you can bring reserve aircraft for particularly tough missions.

The development team plans to take special care to emphasize the F-22's stealth abilities. Lockheed touts the aircraft's ability to fire at enemy targets before it's detected–a move the Interactive Magic guys likened to attacking while invisible in an AD&D game. But you'll want to plan your missions carefully, since your "invisibility" won't do you any good if you're flying right next to a massive radar-echo generator like a B-52. IF-22 will model the Lightning's data-link capabilities, which will allow it not only to share threat information with other squadron aircraft but to use AWACS radar to launch AMRAAM missiles stealthily. As campaigns progress, you may be tasked with air-to-ground duties that require you to carry external weapons, sacrificing your stealth abilities for additional firepower.

IF-22 will feature a four-MFD cockpit panel patterned after Lockheed's F-22 simulator cockpit. The 3D-rendered cockpit will have the added touch of being fully functional–along with the standard keyboard and joystick controls most of the cockpit switches can be activated using the mouse.

The flight model was still a work in progress when I examined the sim. Interactive Magic explained that the actual F-22 performance data is classified, so they're basing the aircraft's performance and



LAST RITES This MiG-29 is about to meet its end thanks to the F-22's ability to fire off-boresight missiles that can actually turn to hit their targets.

entwine yourself in darkest desire...



phantasmagoria™ 2

A PUZZLE OF FLESH™

The newest CD-ROM nightmare from the masters of horror.

Visit www.sierra.com, see your local dealer or call 1.800.757.7707.

MATURE M AGES 17+





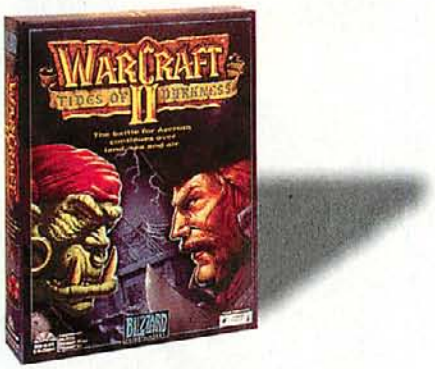


SIERRA®

© Sierra On-Line, Inc. ® and/or ™ designate trademarks of, or licensed to Sierra On-Line, Inc.
U.S. Patent Nos. 5,430,835 and 5,377,977. Other U.S. and foreign patents pending.
All rights reserved.

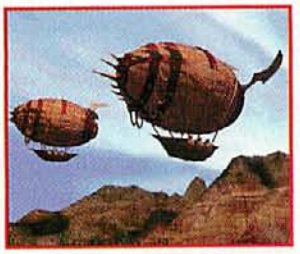
Circle Reader Service #159

Game of the Year.



#1 Selling PC Game, Jan-April 1996 PC Data Report • **Game of the Year,** PC Gamer • **Multiplayer Game of the Year,** PC Gamer • **Golden Triad Award,** Computer Game Review • **Game of the Year,** Computer Gaming World Readers' Choice • **Best On-line Game,** C/NET


8 Players Head to Head


Battle over land, sea and air


Custom Map Builder included


Rule as Orc or Human

Bigger. Bolder. Bloodier.



The Expansion Set.



2 New Story Lines!



24 New Scenarios!



Over 50 Custom Maps!

BLIZZARD ENTERTAINMENT

800-953-SNOW
www.blizzard.com

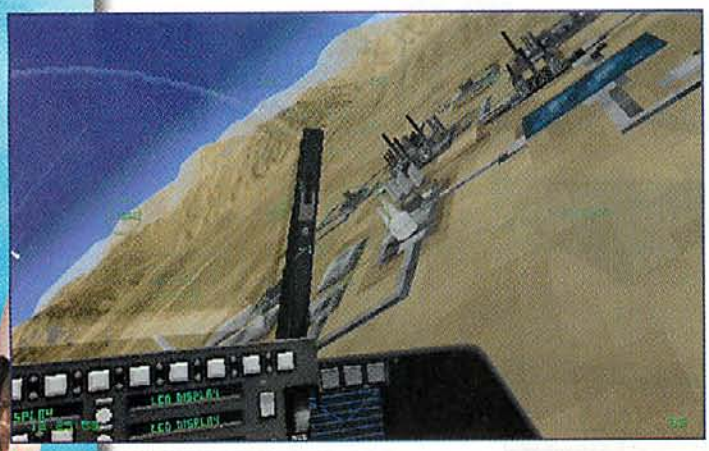
Circle Reader Service #265

handling on current F-15 style flight models, extrapolating for the F-22's agility, power and thrust-vectoring abilities. Varying levels of realism should make the game accessible for beginners but will hopefully still satisfy the hard-core simulation crowd.

Like the early MicroProse sims, as you progress in your career, you'll be given the opportunity to earn medals and promotions. Although it's too early to make a call, F-22 is poised to attempt to capture the market by combining the fun factor of classic sims with state-of-the-art technical advances. It sounds like a potentially winning formula.

TFX3: LIGHTNING STRIKE

TFX3: LIGHTNING STRIKE is the working title for the sequel to the Premiere Award-winning EF2000. Created by the UK's Digital Image Design and to be distributed in the United States by Ocean, this Windows 95 simulator will build on the foundation laid by



DESERT LIGHTNING TFX3 will use a refined version of the EF2000 graphics engine; look for the pixellation evident in this early alpha to disappear.

EF2000 and the TactCom mission planner add-on (see next month's Simulations column for details on TactCom). This time around you've traded your EuroFighter 2000 in for the even hotter F-22A Lightning, and you're off to defend American interests in the Red Sea region.

The terrain covered by the TFX3 campaign includes Ethiopia, Sudan and parts of Iran, Iraq and Kuwait. However, the political situation changes each time you start a new campaign, so your allies may differ from game to game. Be careful about offending neutral countries–one misplaced AMRAAM could make a new enemy.

TFX3 will give you much more control over your mission planning than EF2000 did. Waypoints and cruise altitudes can be altered based on intelligence data, and you can designate targets yourself. You'll also be able to assign additional flights for strike, escort and Wild Weasel (anti-missile radar) mission.

Alternatively, you can plan missions by manning an AWACS control station, where you can actively vector aircraft to targets. DID is aiming to create a tactical command experience with a HARPOON 2 level of intensity at the AWACS station. The difference here is that you can jump into the cockpit of one of the F-22s after your orders are in place.

TFX3 will feature an updated graphics engine, significantly enhanced from the preliminary screen shots that accompany this article. Look for light-source shading and shadows on terrain, as well as a new smoothing feature designed to eliminate pixelation at low altitudes. All the aircraft models have been redone, adding bitmapped textures and significantly more detail. At the moment, it doesn't look like DID will support Direct 3D. Instead, TFX3 will directly support the 3Dfx graphics chipset, providing 16-million-color graphics at high resolutions.

Finally, look for a significantly enhanced multiplayer experience. Instead of the King of the Skies free-for-all, players will now be able to form teams. Each side gets an airbase, an AWACS aircraft, a tanker and ground defenses. The objective will be to land on an opponent's airbase to capture it. Tactics are up to the players. Do you spread your team out on defense or drive straight for the enemy airbase? And, when all is said and done, TFX3 will present you with animated victory or defeat animations rather than the simple, disappointing "You Won" text messages.

The furthest out of the titles here, TFX3 is currently slated to ship around March 1997. If you want an early taste of TFX3's technology, check out SUPER EF2000 FOR WINDOWS 95, which should be available early this fall.

JETFIGHTER III

When we previewed JETFIGHTER III in our December 1995 issue, the product was on the leading edge of flight simulation technology. Had it shipped in January, as developer Mission Studios originally planned, it would indeed have pushed the state of the art forward. Now slated to ship October 1, this MS-DOS game is in the middle of the technology pack. It may not cause your jaw to drop, but it still promises to be a solid, entertaining game.

Of all the sims covered here, JF3 plays loosest with the facts by basing your F-22 squadron on an aircraft carrier. Although a naval variant has been proposed, as it stands the F-22 is purely a land-



FIREFOX REVISITED Although terrain can be handy for defensive maneuvers in JETFIGHTER 3, it's probably too late for this Flanker-pursued F-22.

"ABSOLUTE GARBAGE."

—Slime Magazine

"PURE TRASH."

—Ratweek

"P.U."

—The Daily Urinal

"IT STINKS."

—The Sunday Compost

"TWO THUMBS UP (OUR NOSES)."

—Fungus & Mildew



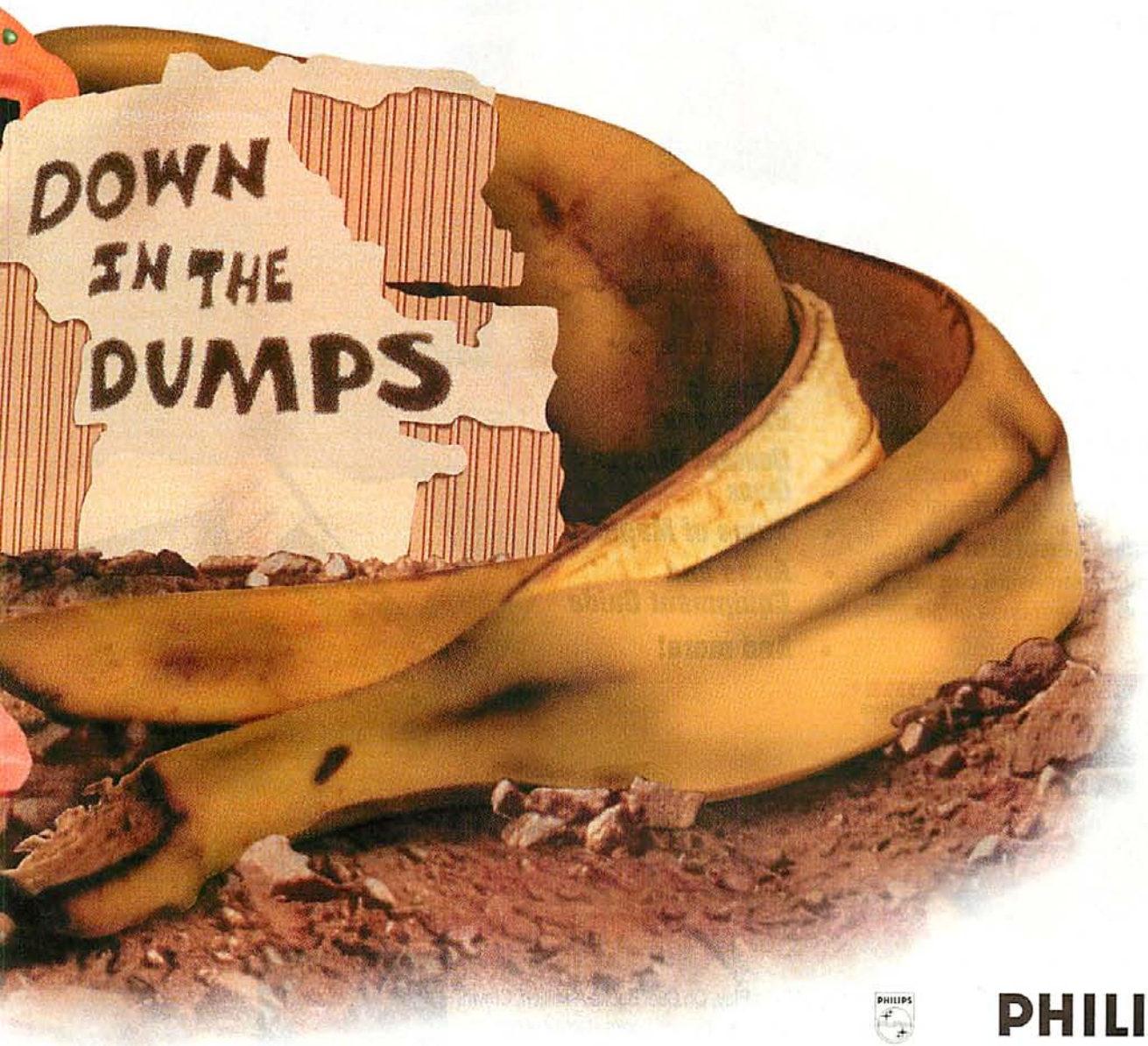
RP

For PC and MAC CD-ROM and PSX.

"WE COULDN'T HAVE SAID IT BETTER OURSELVES."

— The Blubs

The Blubs, your average family of space aliens, are in a heap of trouble. They've crash-landed in a garbage dump and need you to help them put their ship back together so they can get back home to their less odorous planet. That is, before a gang of intergalactic bank robbers can get ahold of them. Find out why the critics are calling *Down in the Dumps* the funniest, best-looking and smelliest 3D graphic adventure game ever to (dis)grace a computer screen.



PHILIPS

http://www.philipsgames.com

© 1996 Philips Media, a division of Philips Electronics North America Corporation

Circle Reader Service #150

It took a dragon to cram all this on one CD-ROM

The Advanced Dungeons & Dragons® CD-ROM Core Rules includes:

- **3D map maker**—an exclusive way to create maps with all the AD&D® conventions, and then render them into 3D!
- **Character generator**—a complete generation system based on the *Player's Handbook* rules.
- **Encounter generator**—random monsters, and you can put them on your own maps!
- **Treasure generator**—any type, any size treasure can be created in a few mouse clicks.
- **Monstrous Manual™** database—and it's customizable, too!
- ***Player's Handbook***
- ***Dungeon Master® Guide***
- ***Tome of Magic***
- ***Arms and Equipment Guide***
- **And more!**





Jump on the *AD&D* *CD-ROM Core Rules* on sale now.

TSR #2167 • ISBN 0-7869-0602-2

Available at Waldenbooks, Hastings, Media Play, On Cue, Books-A-Million, Crown, Electronics boutique, Software Etc., Babbages, game, hobby, and books stores everywhere.
The demo is also available on the internet at ftp.mpgn.com/Gaming/ADND/CD-ROM-demo

DRAGONBYTE SOFTWARE

On this month's demo disk!

TSR

™ and ® designate trademarks owned by TSR, Inc. ©1996 TSR, Inc. All rights reserved.



OH SHIP! JETFIGHTER 3 bases its F-22s on an aircraft carrier, but it looks like you'll be needing a runway to land on today...

based fighter. In addition, the weapons loads in the pre-beta versions don't match the real F-22's capabilities. If you're a purist, you'll want to look elsewhere, but if you don't mind a little fiction tossed in to enhance gameplay, JF3's rich mission environment should be a good draw. In the realism department this is no SU-27 FLANKER, but then neither is it as simplified as JETFIGHTER II.

Since the original preview (available on *CGW's Web site*) was written, Mission has added high-res graphics that improve the look of JF3 dramatically. The over 3.5 million miles of accurately modeled terrain (based on real-world Digital Elevation Maps) precludes the use of satellite imagery, so JF3 uses tiled, drawn textures instead. The two included campaigns are set in Cuba and Chile, and the terrain covers those countries as well as parts of Florida, Argentina and Antarctica. The campaigns are scripted rather than dynamic, but they feature a wide variety of branching missions, so there should be plenty of replayability. An add-on disc will add new terrain areas as well as multiplayer play.

In addition, there's now a new aircraft, the F/A-18 Hornet, and programmer Bob Dinnerman might be able to slip the F-14 in there as well before the product's ship date.

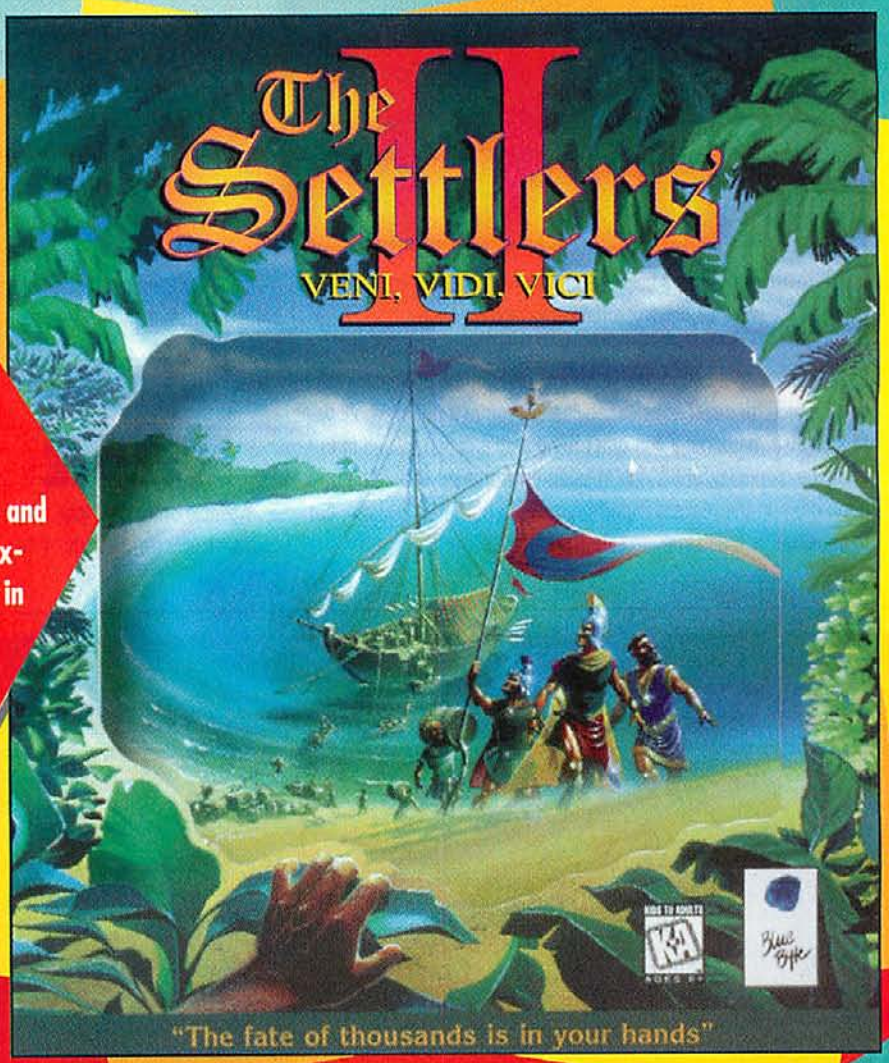
If you're trying to accurately relive the F-22 driver experience, this isn't your sim, but if you enjoyed US NAVY FIGHTERS or ATF, JETFIGHTER III could very well provide a wild ride.

CGW ON-LINE The full preview of JetFighter III is available on *CGW's* Web site at http://www.zdnet.com/gaming/content/951116/rev4/main.html.





Get UnCivilized!



The Settlers II is a unique new kind of economic simulation. Watch as thousands of your "subjects" perform their designated tasks – erecting buildings, building ships, transporting goods, battling enemies and more – in real time…at your command…right before your eyes!

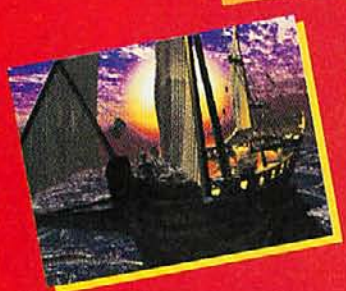
No city council meetings here. Build catapults and guard barracks to defend your borders and expand your territory. The fate of thousands is in your hands!

Hundreds of detailed, animated graphics, intriguing mission objectives and advanced resource management combine to create the unique gaming experience of The Settlers II. You've never seen ANYTHING like this!

"Those seeking the ultimate game to build the empire of their dreams, will need to look no farther than Settlers II."
Computer Game Review

"All in all, Settlers II looks like a substantial improvement on an already excellent gaming system."
Strategy Plus, June '96

"A must for fans of the original and gamers who like God sims."
PC Power, April '96







Look for The Settlers II and other Blue Byte Software titles at your favorite retailer or call 1-800-933-2983.

For more information about The Settlers II and other Blue Byte Software products, visit our Web page or contact us directly at:
Blue Byte Software, Inc. ● 33 S. Roselle Road, Suite 201 ● Schaumburg, IL 60193
(847) 534-7950 Voice ● (847) 534-7951 Fax

Blue Byte

www.bluebyte.com

Circle Reader Service #254

The Real F-22

When you read Air Force publications covering the Lockheed-Martin F-22A Lightning II fighter program, you can almost sense the writer drooling on the keyboard. Now that Russian fighters have caught up with their American counterparts in many respects–in fact, an Su-27 Flanker can detect an F-15 before the F-15 sees it–the Air Force is anxious to regain its air superiority. The F-22A is the dream fighter designed to do just that.

Among the fighter's advanced features are supercruise (the ability to cruise at Mach 1.58 without using fuel-sucking afterburners), stealth, thrust vectoring for superior maneuverability, and an extremely advanced avionics package that greatly reduces a pilot's workload while giving unprecedented situational awareness. The F-22A is designed to use its stealth to move undetected into firing range of its target, launch its missile and get away before the enemy knows what hit him.

The F-22 is a big fighter: 44 feet, 6 inches in wingspan; 62 feet, 1 inch in length; 16 feet, 5 inches in height. Despite that size, its classified radar signature is likely much smaller than that of your average bird.



Lockheed Martin YF-22 prototype

F-22 Approach Pattern

Simulation	Player Aircraft	Campaign	Multiplayer?	OS	Estimated Ship Date
F-22 Lightning II	F-22	Linear	LAN, modem	DOS	September '96
iF-22 Lightning	F-22	Dynamic	LAN	Win 95	First quarter '97
TFX3: Lightning Strike	F-22, AWACS	Dynamic	LAN, modem	Win 95	March '97
JetFighter III	F-22, F/A-18*	Branching	As add-on (LAN, modem)	DOS	October '96

***The F-14 may be added before the program ships.**

DUKE MAY ROCK
BUT RAMSES RULES.

POWERSLAVE

COMING IN NOVEMBER.

HTTP://WWW.PLAYMATESTOYS.COM

PlayStation

SEGA SATURN

PC CD-ROM
For Windows® 3.1 or Windows'95.

This official seal is your assurance that this product meets the highest quality standards of SEGA™ Buy games and accessories with this seal to be sure that they are compatible with your SEGA System.

RATING PENDING
RP
ENTERTAINMENT SOFTWARE RATING BOARD

PLAYMATES INTERACTIVE ENTERTAINMENT
PIE

16200 Trojan Way
La Mirada, CA 90638
(714) 562-1743

POWERSLAVE is a trademark of Lobotomy Software. All rights reserved. Playmates Interactive Entertainment, Inc. Authorized User. Windows® 95 is a registered trademark of Microsoft Corporation. Sega, Genesis and Sega Saturn is a Trademark of Sega Enterprises Ltd. All Rights Reserved. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. PIE is a trademark of Playmates Interactive Entertainment.

Circle Reader Service #280

Play these games against live opponents @ www.mplayer.com



Command & Conquer by Westwood Studios: www.westwood.com



Deadlock Planetary Conquest by Accolade: www.accolade.com



Havoc by Reality Bytes: www.realbytes.com



Terminal Velocity by 3D Realms Entertainment and Terminal Reality: www.3drealms.com and www.terminalreality.com



SimCity 2000 by Maxis: www.maxis.com



Chaos Overlords by New World Computing: www.nwcomputing.com



Warcraft Orcs & Humans by Blizzard Entertainment: www.blizzard.com

For a free Mplayer Games CD, visit www.mplayer.com (secret password: joystick) or call toll-free 1-888-MPLAYER.

No latency. No waiting. No kidding. It's the first place to play lots of fast-action games against live opponents over the Internet. It's going to change the way you play games forever.



Mpath Interactive
10455-A Bandley Dr.
Cupertino, CA 95014
E-mail: info@mplayer.com

© 1996 Mpath Interactive, Inc. Mplayer and Wanna Play are trademarks of Mpath Interactive, Inc.



NET PLAY

CGW's Comprehensive Guide To Death And Destruction With Friends And Family

The age of multiplayer gaming is here. Once you've battled even a mediocre human opponent in a computer game, the most talented artificially intelligent enemies seem like wimps. Human opponents are supremely unpredictable, and you can't beat the sheer joy of hearing them squeal in frustration as you nail them with a missile—again.

Best of all, we're quickly entering the age where it's more common to find multiplayer options in games than not. As we get buried in more and more Internet hype, expect the single-player-only game to go the way of the 5 1/4-inch disk.

Next month, we'll focus on online games that give you the opportunity to frag opponents across the country. This time we're concentrating on battles up-close and personal—network games. Once the realm of after-hours play in the office, network gaming is creeping into more and more homes. With many gamers having more than one computer in the household and the per-computer price of the network equipment needed dropping to the cost of a single game, there aren't many obstacles to setting up a home net anymore. Many single-PC owners are even installing network cards and hauling their systems to central locations for weekend net melees. We'll show you what you need to get started in personal network gaming, and how to set it all up.

We'll start by looking at the incentives for diving into all this—some of the best multiplayer games on the market today. We'll show you what you need to get them up and running, and then give you some tips on how to annihilate your victims—uh, we mean beat your friends in a friendly multiplayer match. Welcome to the real next level.

CONTENTS

Quake....66
Need For Speed SE....68
Duke Nukem 3D....71
MechWarrior 2....74
MechWarrior 2: Mercenaries....76
Advanced Tactical Fighters....78
Warcraft II....81
Command & Conquer....82
Sid Meier's CivNet....84
Building Your Own Game Net....87

QUAKE

Come See The Carnage Cabaret

by Dave Salvator

Unless you've been under a rock, you've no doubt heard about QUAKE, id software's latest horrific hell-spawn, the shareware edition of which was recently unleashed on the impatient gaming public.

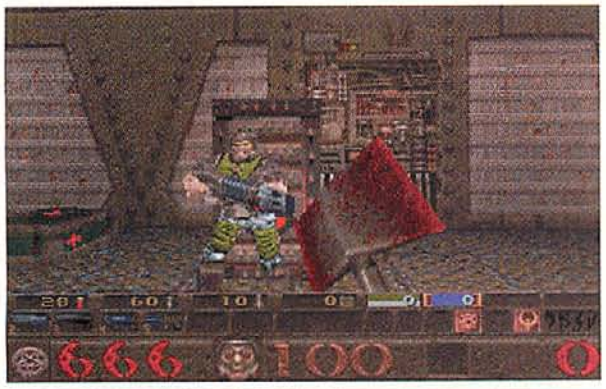
Many gamers were priming their pumps with QTEST, an initial release of several DeathMatch levels that at least gave them something to gnaw on until the shareware was pushed out the door. But the wait is, well, almost over. The rumor mill has the full, registered version of QUAKE shipping sometime in August, so with any luck, it will be out by the time you read this. The shareware edition has four ghoulish levels featuring bone-crushing new weapons and a cast of nasties ghastly enough to make Freddie Krueger feel inadequate. Fiendish foes aside, one of QUAKE's coolest components is its IPX- and TCP/IP-based multiplayer capabilities, because human opponents make for a more target-rich environment–and of course there's the taunt factor.

id software, (214) 613-3589, **www.idsoftware.com**

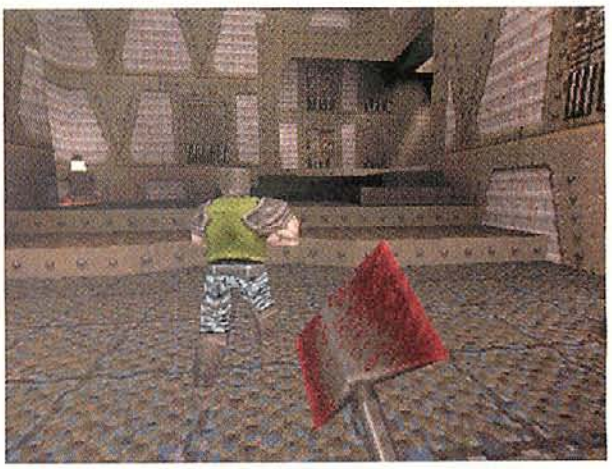
SERVING UP QUAKE

To launch a TCP/IP-based multiplayer fragfest, you can run QUAKE in a DOS window under Windows 95 or load the Beame and Whiteside DOS TCP/IP stack. Each has its relative merits and downsides. Windows 95's TCP/IP stack is pretty easy to configure, and you simply edit the Q95.BAT file to enable QUAKE to talk to Win 95's TCP/IP stack. Of course, running QUAKE in a Windows 95 DOS window may slow your frame rate, since parts of the OS are still in memory and accessing the CPU.

The Beame and Whiteside DOS TCP/IP stack is the only real-mode stack that QUAKE will use, and because you're running in DOS with much less overhead from Windows 95, you should get better overall performance. But DOS TCP/IP stacks are notorious for being a royal pain to configure and get running, and Beame and Whiteside's is no exception. What's more, latency over the net can be a pain, especially if one player has an especially slow connection.



SMART-AXE BEHAVIOR With both the Pentagram of Protection and Quad Damage active, even an axe is a formidable weapon.



NICE PANTS Using the No Friendly Fire feature prevents fratricide–as long as your fellow player has the same pants preference.

QUAKE can also talk to Kali, which can run IPX-based games over TCP/IP (see Loyd Case's Technology column this month for the low-down on Kali). Once you've started Kali, launch QUAKE, and create or join a network game as if you were running over IPX. Closer to home, you can play QUAKE over your IPX network, and getting a match started is pretty straightforward.

QUAKE has two kinds of servers: Listen and Dedicated. A Listen server is run on a player's machine–usually the fastest computer–which acts as the server in addition to running the game. But if you've got a spare PC that's pretty fast, it can act as a Dedicated server, handling all server duties, leaving all players' machines free of the additional overhead. QUAKE will allow up to 8 players when running on a Listen server, and 16 players on a Dedicated server. Type "Quake-listen" to launch a Listen server, and "Quake-dedicated 16" to launch a Dedicated server with support for up to 16 players.

In setting up a multiplayer game, QUAKE offers several options: DeathMatch vs. cooperative, difficulty level, starting level, and team-play. The team-play options enable and disable Friendly Fire. When No Friendly Fire is selected, your shots won't injure your teammates. (Members of the same team all wear the same color pants.)

Recently, id inked a deal with Mpath so that QUAKE will run over the Internet through the Mplayer Web-based online gaming system. But you don't need an online service to run QUAKE over the Internet. You can enter the IP number of a server where QUAKE is running and connect directly.

What about multiplayer strategy? Well, because QUAKE has so many networking options, we've covered those here. For strategy tips on how to ferociously frag your friends, check out the Action section on page 142.

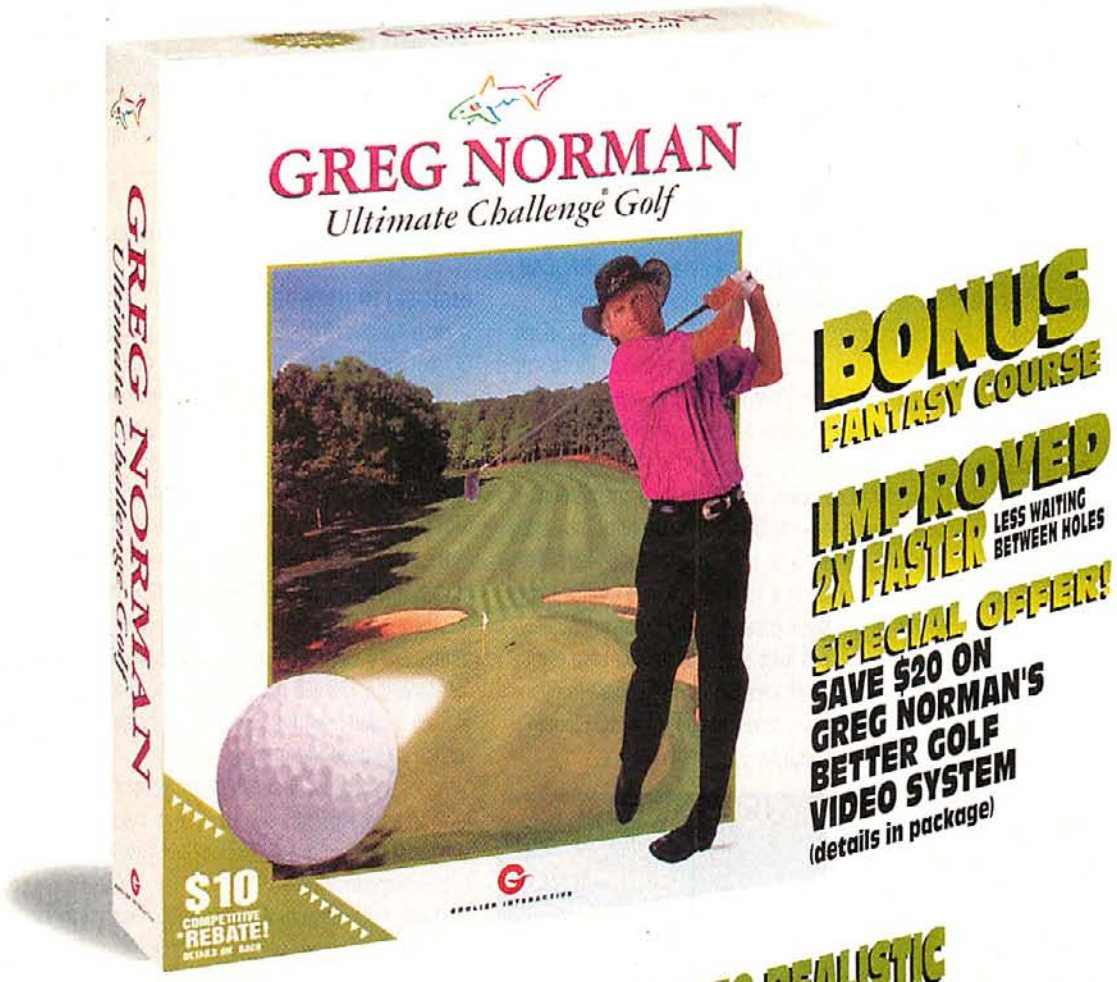
GOLF REAL!

"Of the dozens of computer golf games we've played, the *'Greg Norman Ultimate Challenge'* Golf CD is by far the most realistic."

–GOLF MAGAZINE, March '96

"Norman is also the only game with pure simulation play..."

–Computer Gaming World, July '96



Now Available

Greg Norman Ultimate Challenge® Golf uses your own swing profiles and course management strategies to create the most realistic golf game ever. Improved graphics, sounds, and animation now make Greg Norman Ultimate Challenge Golf even better. There's also a new BONUS Fantasy Course with 18 additional holes of the most challenging golf imaginable. To Golf Real, see your local retailer or call 1-800-336-3686.



"Golf Real" by selecting your own playing strengths at the start of the game, or...

...use the Swing Meter for traditional "arcade" style of play.

GROLIER INTERACTIVE INC.
http://www.grolier.com

CD ROM

NEED FOR SPEED: SE

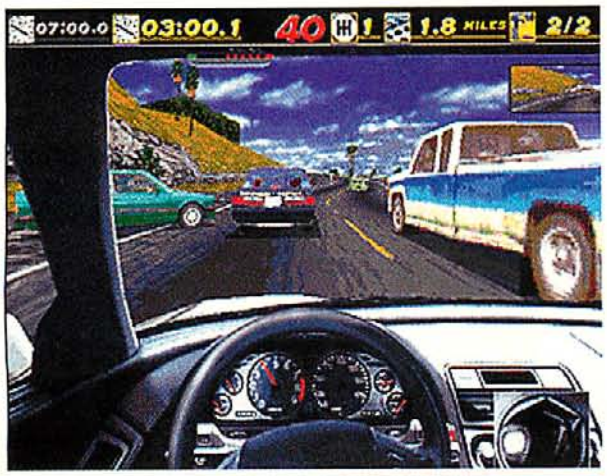
Want To Know Who's The Fastest?

by Terry Coleman

The Lamborghini could best me on the straightaways, but its design, though eye-popping, left it turning like a warm slug. So I waited for my chance and blew by my adversary, the Dodge Viper responding to my every command, becoming a blue streak as I jetted across the finish line mere yards away. My silicon opponents had little to say, but the human drivers were rather critical. It seems I had "bounced" a couple of them while negotiating the final turn. Hope their insurance is paid up for the next race...

While admittedly lacking the painstaking accuracy of say, NASCAR RACING, NEED FOR SPEED packs a lot of detail into its arcade racing framework. The learning curve is moderate–it's fairly easy to jump into a car and drive competently (with the possible exception of those who crafted their driving skills in L.A. or New York). But to win consistently the game requires enough skill that you have to constantly refine your techniques.

The mechanically inclined can even fiddle with the transmission without needing a Ph.D. from the Indy 500 racing institute. The cars *do* handle quite differently, so that a lot of the fun–and strategy–comes from figuring out which vehicle runs best on the various tracks. The main problems with the original game are more than adequately dealt with here: Several new tracks have been added, you have eight cars instead of two from which to choose, and the multiplayer options let you compete against up to seven other human would-be Richard Pettys or a mix of human and computer opponents.



ELASTIC COLLISION Bouncing off a hillside is a great way to take out enemy cars in a tight race.



DON'T TRY THIS AT HOME When you see a pileup–don't panic! Blast right through it; remember, this is make-believe.

So put the pedal to the metal, and be happy that EA gave us a properly tuned sequel, rather than just a new paint job and added chrome.

Electronic Arts, (415) 571-7171, **www.ea.com**

HIGH-SPEED NETWORK RACING

NEED FOR SPEED: DELUXE EDITION lets you play net games from one CD–but everyone but the "CD holder" must install 170+ MB of graphics and sound to their hard drives. The big decision here is finding the connection that lets you glide down the track most smoothly. Your best bet is with a Winsock IPX connection, which has the added advantage of being able to transfer data quickly. We had some lockups with DOS IPX, although your "net driver mileage" may vary.

Because this arcade game simulates a 3D environment without taking advantage of newer 3D video card technology, you really need at least a fast 2 MB video card or you're going to watch the frame rate tumble like a 'Vette flipping on an oil spill. And if you want to install less than the 173 MB maximum to your hard drive, you'd better have at least a quad-speed drive (our best results were with the high-performance six-speed Plextor).

As far as processor speed goes, we had to turn down the detail level on an older P100 to keep up with the pack. The moral here is, if you insist on racing your 486 against your friend's P133, don't expect to be competitive.

Finally, your version of Windows 95 may not properly install the DirectX2 drivers correctly the first time. So go through the installation routine *twice* to make sure all the video and audio drivers make their way onto your system.

GEARING UP FOR A WILD RIDE

It's easier to start with automatic transmissions, but switch to manual as soon as you have the controls down. You'll find it more challenging at first, but once you get the timing down, there's nothing more exhilarating than shifting down into second gear and passing your adversaries while going up a hill.

The physics are pretty darn good for an arcade game, but the realism isn't. After flipping a car, you can bounce right back up. Use this to your advantage: Be aggressive, and have fun!

NORMALITY™

Because No One Should Have A Thought Of Their Own.

WANTED



Raft, climb, wander and scour over 120 True 3D locations



This first person adventure comes with its own hilarious "Voodoo Doll" interface



Wildly twisted puzzles offering hours of raging 3D adventures

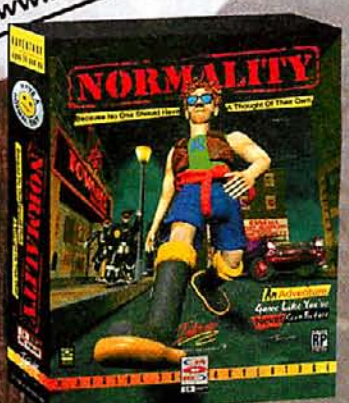
Protecting the Normal Community

NORMALITY POLICE

District #13

Suspect Name: "Kent"	Last seen terrorizing this innocent group of teenagers during a nice, normal game of shuffleboard. He is extremely abnormal and no attempt should be made to subdue the suspect. If you see him, contact the Norm Police immediately and run far away, it could get ugly.
Sex: male	
Height: 5' 9"	
Weight: 157 lbs	
Eyes: Under Sunglasses	
Hair: Flaming Red	
Age: 20-Something	

The Normality Police Can Be Contacted At: **http://www.interplay.com**



MS DOS

Gremlin INTERACTIVE

NYP3

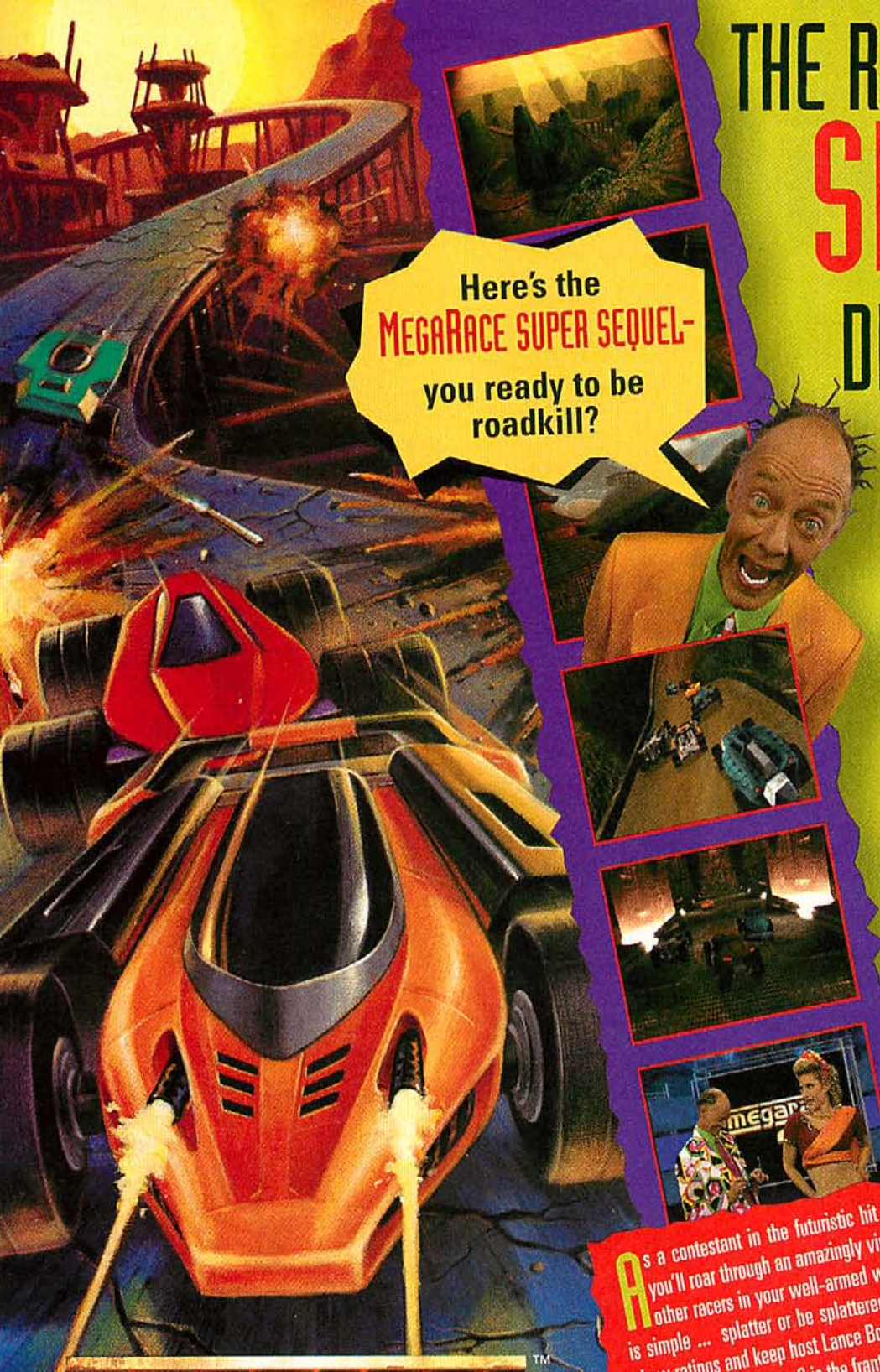
Interplay

BY GAMERS. FOR GAMERS.™

TEEN T AGES 13+

Circle Reader Service #59

©1996 Gremlin Interactive Ltd. All Rights Reserved. Normality is a trademark of Interplay Productions. All rights reserved. Interplay is the sole publisher and distributor. Licensed from and developed by Gremlin Interactive, Ltd.



THE RULES ARE SIMPLE.

DRIVE REAL FAST, BLOW-UP STUFF WHILE SOME PINHEAD INSULTS YOU!

Here's the MEGARACE SUPER SEQUEL- you ready to be roadkill?

As a contestant in the futuristic hit TV show MegaRace 2, you'll roar through an amazingly vivid virtual world, blasting other racers in your well-armed war wagon. Your objective is simple ... splatter or be splattered. Either way you'll boost show ratings and keep host Lance Boyle off your back ... at least for a while. MegaRace 2 is the frantic race and re-load game for people who don't brake for anything.

Be sure to enter "Get That Boyle Off Your Back". You might win a big screen TV. For details, visit our web site at www.mindscape.com
Also look for us at www.gamespot.com

megarace™ 2

FOR DOS CD-ROM



CRYO

RATING PENDING RP

MINDSCAPE®

©1996 Mindscape, Inc. All rights reserved. ©1996 Cryo Entertainment. All Rights reserved. Mindscape is a registered trademark and its logo and MegaRace are trademarks of Mindscape, Inc. All other trademarks and registered trademarks are the property of their respective holders.

DUKE NUKEM 3D

Rip 'Em A New One

by Thierry Nguyen and Dave Salvator

DUKE NUKEM's got legs, and those boots were made for stompin'. Despite QUAKE's release, DUKE still enjoys top billing from many multiplayer commandos (especially those with 486s). With weapons like the pipe bomb and laser trip mines (which are *begging* for net-play use), a fiendishly detailed and interactive environment, and perhaps the funniest Remote Ridicule system to date, DUKE is a multiplayer maniac's dream. The thrill of floating above an opponent who just ran into your Holoduke trap surrounded with pipe bombs and tapping Alt-F8 to say "Haha, wasted" is something no other game can match. Taken as a whole, DUKE NUKEM 3D is the best net action game other than QUAKE on the market today.

Formgen/3D Realms, (602) 443-4109, **www.3drealms.com**

DUKING IT OUT WITH THE NETWORK

For multiplayer action, you have the head-to-head options of playing via modem or serial cable. But the real fun begins when you have anywhere from three to eight players slugging it out. DUKE has two options for bringing additional players on board. You can run DUKE on your IPX-based network, or if you're looking for opponents in faraway places, 3D Realms has a deal with the TEN online gaming service for DUKE matches over the Internet. (We'll be taking a closer look at TEN and other online gaming players in our next issue.)

DUKE doesn't require you to be logged on to a server; you just need to have an IPX protocol stack running. Check out our "Building Your Own Game Network" feature on page 87 for in-depth details on network configuration. In the meantime, here are the quick-and-dirty steps you'll need to configure DUKE.

Duke's IPX gaming functionality is limited, in that it doesn't allow dynamic entry of new players once the match has started, and you must start a net game from the Setup utility rather than from the game. Players can dynamically leave during a net game, though.



TRAP TROUBLE Here, we see a particularly nasty laser mine setup. This is a case for Mr. Pipe Bomb.



COAST IS CLEAR That's the safe way to clear a laser mine—from a distance.

To start a network game, launch the Setup utility in your DUKE3D subdirectory. From there select Network Game. In this menu, you can change the number of players (from two to eight) or tweak other properties. All players can also change player name, select a custom-made User Level, put in a new set of taunts to DUKE's infamous Remote Ridicule system and change the text of taunt macros.

If your network is supporting several DUKE matches simultaneously, you may need to specify a network socket number, or DUKE will attach you to the first match it sees. The network socket number can be any four-digit number; client players will attach to a server using that same number. All other players will then "connect" to this server, and when the designated number of players have attached, the fun begins. Once all players have arrived at DUKE's main menu, the server player, called the Master, sets the level parameters.

The Master can set the starting level, whether the game will be cooperative or a DeathMatch, and whether there will be monsters to keep you company during a DeathMatch. The Master can also specify to start the net game on a user-designed level, if one has been created. One cool thing about DUKE's network play: If the Master decides to flee, the remaining players can stay and slug it out. So have at it!

"COME GET SOME..."

Know your weapons, and use them effectively. The two best all-around weapons are the Shrinker and the RPG. The Shrinker is an extremely powerful gun; it only takes one or two shots to shrink opponents, and then you can just step on them. The RPG is powerful, and it's something you can find pretty quickly in just about every level. It shoots a bit slowly, but one to three direct shots will usually "gib" your opponent. Just be sure not to fire from too close.

The rest are a mixed bag. Both pipe bombs and laser trip mines can be used to make great traps. The shotgun can be a standby, like in DOOM, but its best range is up close and personal. The chain gun is good for suppression and for spraying in wide-open areas (like the Stadium). The freeze gun is a nice concept, but too many hits are needed to freeze someone, and they can ricochet and hit you. The only reason to prefer the RPG over the Devastator is that the Devastator eats up its rockets like there's no tomorrow. If you have the ammo and your opponent is cornered, just let them rockets fly.

AMERICAN ... CREATIVE MULTIMEDIA VELOCITY ELECTRONIC ARTS SOFSOURCE PRIMA ACTIVISION SPOTLIGHT SOFTWARE MINDSCAPE IMAGITEK ALLIA

COMPUTER Express

WORLDWIDE SHIPPING

800-228-7449

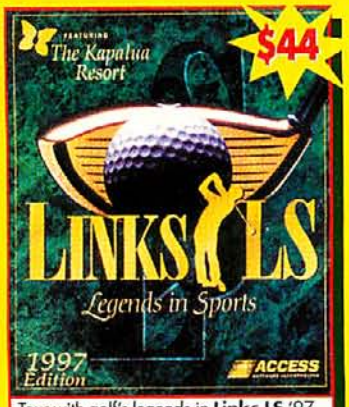
CUSTOMER SERVICE, CALL 508-443-6125 9am-5pm EST M-F

Call for your Computing Needs ext 391



The **100 Series Model 140 Soundcard** delivers flawless recording, 3D sound, & 100% gaming compatibility.

Hardware #44326 Crystalake



Tour with golf's legends in **Links LS** '97 edition. Features Arnold Palmer, realistic courses, network/modem play & more!

IBM CD #43126 Access



Compatible with arcade, action & sports games, **Phazer Pad** features 8 buttons, 8-way directional pad & much more!

Hardware #44191 Thrustmaster



Super-agent Veronica Callahan needs help saving the world from brutal, evil forces in **The Lords of Tantrazz!**

WIN 95 CD 44612 Atlantean



Battle Isle 2220 has 3-D battles, network play, Win '95 compatibility & 1+ hour of full-motion video!

IBM CD #43661 Blue Byte



The Settlers II-VENI, VIDI, VICI- strategic economic simulation, where mighty empires are built-or destroyed!

IBM CD #44113 Blue Byte

CD ENTERTAINMENT

32903 11th Hour ... 40
44556 AD&D Iron and Blood ... 38
40359 AH 64D Longbow ... 51
41353 Advanced Tactical Fighters ... 47
42932 Africa Korps ... CALL
42748 Afterlife ... 45
40882 Age of Rifles ... 37
44579 Athanor ... CALL
44335 Azrael's Tear WIN95 ... 37
42885 BattleGround: Vol3 Waterloo ... 41
43251 BattleGround: Vol4 Shilo ... 38
40954 Beavis & Butthead: Stupidity WIN95 ... 31
44410 Blast Chamber WIN95 ... CALL
43573 Blood and Magic ... 44
44559 Bubble Bobble ... 26
40467 Caesar II ... 45
42747 Callahan's Crosstime Saloon ... CALL
43579 Catz: Your Computer Pet ... 20
42735 Chaos Overlords ... 29
40983 Chronicles of the Sword ... 37
44477 Circle of Blood ... 42
44580 City of Lost Children ... CALL
42887 Civil War: Master Edition ... 34
41515 Civilization II ... 40
43903 Close Combat WIN95 ... 37
43581 Command & Conquer WIN95 ... 46
42883 Command & Conquer: Covert Operations ... 22
43382 Complete Carriers at War ... 39
38673 Conquest of the New World ... 44
44560 Conquest of the Skies WIN95 ... 46
44561 Crow: City of Angels WIN95 ... 38
35768 CyberJudas ... 32
40129 Daggerfall: Arena Elder Scrolls 2 ... 48
43160 Dame Was Loaded ... 40
36302 Dark Forces ... 47
43301 Deadlock ... 46
44486 Deadly Tide WIN95 ... 46
41337 Deathkeep WIN95 ... 37
41941 Deathtrap Dungeon ... 37
41249 Decathlon ... 43
41406 Descent II ... 46
41585 Descent to Undermountain ... 44
41086 Destiny WIN95 ... 48
44581 Destruction Derby 2 ... CALL
43300 Diablo ... 45
44582 Discworld 2 ... CALL
41430 Dogz: Your Computer Pet ... 20
35231 Dragon's Lair II: Time Warp ... 35
44562 DragonHeart ... 31
41586 Duke Nukem 3D ... 46
41486 Dungeon Keeper ... 43
44583 Ecstatica 2 ... CALL
41236 Elk Moon Murders WIN95 ... 26
40468 F 16 Fighting Falcon ... 45

CD ENTERTAINMENT

40336 FIFA International Soccer '96 ... 40
39483 FP Sports: Baseball Pro '96 ... 45
39485 FP Sports: Football '96 ... 45
43870 Fireflight ... 36
43033 Flight Sim. Scenery Pack 5.1 ... 29
44304 Flight Simulator 6.0 WIN95 ... 45
36629 Flight Unlimited ... 28
44584 Formula 1 - Post Season ... CALL
44505 Gex WIN95 ... 37
44506 Golf 3.0 WIN95 ... 37
40222 Grand Prix Manager ... 40
33905 Harvester ... 45
44592 Havoc ... 36
43441 Heidi's House ... 30
44492 Hellbender W... 25
42560 Hind ... 37
42743 History of the ... 48
41844 HyperBlade W... 41
41092 I Have No Mouth & I Must Scream ... 47
44356 ID4: Independence Day WIN95 ... 44
44411 Interstate '76 WIN95 ... CALL
42734 Into the Void ... 39
44567 Iron Man / XO ... 45
44585 Island of Dr. Moreau ... 38
36388 Jagged Alliance ... CALL
43127 Jagged Alliance: Deadly Games ... 34
44491 Jet Knight: Flight Fusion II ... 41
42749 Jeopardy! Platinum Edition WIN95 ... CALL
37204 Jet Fighter III ... 27
41765 Kingdom O'Magic ... 49
41134 Lands of Lore 2: Guardians ... 33
38189 Last Blitzkrieg ... 56
43146 Lighthouse ... 39
43890 Loony Labyrinth Pinball ... 45
44229 M1A2 Tank Abrams WIN95 ... CALL
44492 Hellbender WIN95 ... 37
42560 Hind ... 48
42743 History of the World ... 41
41844 HyperBlade WIN95 ... 47
41092 I Have No Mouth & I Must Scream ... 44
44356 ID4: Independence Day WIN95 ... CALL
44411 Interstate '76 WIN95 ... 39
42734 Into the Void ... 45
44567 Iron Man / XO ... 38
44585 Island of Dr. Moreau ... CALL
36388 Jagged Alliance ... 34
43127 Jagged Alliance: Deadly Games ... 41
44491 Jet Knight: Flight Fusion II ... CALL
42749 Jeopardy! Platinum Edition WIN95 ... 27
37204 Jet Fighter III ... 49
41765 Kingdom O'Magic ... 33
41134 Lands of Lore 2: Guardians ... 56
38189 Last Blitzkrieg ... 39
43146 Lighthouse ... 45

CD ENTERTAINMENT

43890 Loony Labyrinth Pinball ... 30
44229 M1A2 Tank Abrams WIN95 ... CALL
40120 Mag Ball ... 39
37926 Magic: The Gathering WIN95 ... 42
42790 Marathon 2: Durandal WIN95 ... 42
40234 Master of Orion II: Antares ... 44
41354 Mech Warrior 2 WIN95 ... 45
44409 Mech Warrior 2 Mercenaries ... CALL
43599 Micro Machines II ... 30
44496 Monster Truck Madness WIN95 ... 37
44586 Monster Truck Rally ... CALL
42740 Monty Python & Holy Grail ... 45
44018 Mortificator WIN95 ... 45
43157 Mortimer ... 32
44497 NBA Full Court Press WIN95 ... 37
44566 NBA Jam Extreme WIN95 ... 38
40705 NBA Live '96 ... 40
44565 NFL Quarterback Club '97 ... 38
43580 NHL Powerplay '96 ... 38
43619 Need for Speed SE ... 43
43128 Nemesis: A Wizardry Adventure ... 43
44224 Noir ... CALL
41407 Normality ... 44
44404 Outlaws ... CALL
42193 Over the Reich ... 41
43793 P.T.O. II ... 34
41464 PBA Bowling WIN95 ... 30
40341 PGA Tour '96 ... 36
43129 Pandora Directive ... 44
43056 Panzer General II ... CALL
42739 Panzerblitz ... CALL
31956 Pax Imperia 2 WIN95 ... 45
42786 Penthouse Interactive VI ... 44

CD ENTERTAINMENT

44186 Power2Play ... 26
44019 Powerslave WIN95 ... 45
44444 Prey ... CALL
41213 Qin: Tomb of Middle Kingdom ... 38
38673 Quake ... 46
40458 Realms of Arkania: Shadows ... 33
40471 Red Ghost ... 38
40417 Return to Arcade WIN95 ... 28
44344 S.T.O.R.M. ... CALL
43669 Shadoan ... 37
41247 Shannara ... 37
44516 Shattered Steel ... 44
43620 Sherlock Holmes: Rose Tattoo ... 43
40167 Silent Hunter ... 45
42206 Silent Steel ... 42
43606 SimCity 2000 Special Edition ... 46
41248 Simon the Sorcerer II ... 37
44509 Soccer WIN95 ... 37
41073 Spycraft: The Great Game WIN95 ... 45
40220 Star Trek: Generations WIN95 ... 40
34568 Star Trek: TNG "A Final Unity" ... 46
43071 Steel Panther II WIN95 ... CALL
43779 Strife ... 40
44571 Striker '96 ... 31
44572 Super Motocross WIN95 ... 31
42315 Syndicate Wars ... 47
44347 TNN Motor Sports Hardcore 4x4 WIN95 ... CALL
44350 TNN Outdoors Bass Tournament 97 ... CALL
40649 Terra Nova: Centauri ... 40
44021 Terry Bradshaw Fantasy Football ... 27
38595 Third Reich ... 41
42246 Time Commando WIN95 ... CALL
43148 Timelapse ... 40
43625 Tony La Russa Baseball 3 1996 ... 32
38656 Top Gun: Fire at Will ... 42
43621 Triple Play 97 ... 47
39487 Trophy Bass ... 45
41281 Ultimate Doom WIN95 ... 38
42700 VR Soccer '96 ... 42
43671 Virtual Pool WIN95 ... 37
44574 WWF: In Your House ... 38
44078 Warcraft 2: Expansion Set ... 30
44337 Warhammer 40000: Dark Crusader WIN95 ... 37
41306 Warhammer: Shadow of the Rat WIN95 ... 37
39880 Warlords II Deluxe ... 39
40712 Wing Commander IV ... 47
42442 Wizardry Gold ... 33
40573 Wooden Ships & Iron Men ... 41
43605 X-Files WIN95 ... CALL
44573 X Men: Childrem of the Atom WIN95 ... 38
44402 X Wing Vs. Tie Fighter ... CALL
40647 Zone Raiders ... 20
40901 Zoop ... 26
41834 Zork Nemisis WIN95 ... 52

Your Online Computer Store

日本の皆様よりのオーダー大歓迎！

日本語でFAX：001-1-508-443-5645、又は、

CompuServe ID：70007,1534で見積をお問い合わせ下さい。

迅速に、如何なる御質問にも誠意をもってお応え致します。

www.cexpress.com

CYTECH CODEHOUSE LEGEND IVI PUBLISHING SALES CURVE INTERACTIVE SPECTRUM HOLOBYTE MACMILLIAN BLOCK FINANCIAL INFOTAINMENT WORLD BOOKS DYNAWARE PHOENIX SUN... GAMETEK

DYNAMIC DIMENSIONS RANDOMSOFT ROM TIME ALLIANCE GTE INTERACTIVE MEDIA MACMILLIAN IMPULSE SOFTWARE IBM MULTIMEDIA ADULT SOFTWARE



Destroy hordes of demons from hell in **Final Doom**! Two new 32-level edisodes with new storylines & awesome graphics!

IBM CD #42957 GT Interactive



Lemmings Paintball features paint-gun packin' Lemmings, out to splatter the enemy! 2 bonus games included.

WIN 95 CD #41123 Psygnosis



It's summer again in Atlanta, and the world's top teams hit the field and go for the gold in **Olympic Soccer**!

IBM CD #44237 EIDOS



As a Yankee or Confederate, fight the bloody battles of America's Civil War in **Robert E. Lee: Civil War General**!

IBM CD #43132 Sierra



Virtual Pilot Pro works just like a real airplane yoke, with multiple fire buttons, ergonomic design & loads more!

Hardware #38462 CH Products



Taunt opponents with RemoteRidicule. Exotic weapons destroy buildings, lights and more in **Duke Nukem 3D**.

IBM CD #41586 Formgen



Explore the world of **Albion** and its endless surprises, vast beauty, strange cultures & hidden dangers!

IBM CD #42019 Blue Byte



World Circuit: Grand Prix 2 features brutal crashes, plus weather changes, pit stops and loads more!

IBM CD #40221 Microprose

KIDS/FAMILY/HOME

42343 AMA Medical Guide CD	33
41484 After Dark 3.2 CD	30
41657 Cleansweep 95 2.0	27
40653 Encarta '96 Encyclopedia CD WIN95	46
40652 Encarta World Atlas CD WIN95	46
43664 First Aid 95 Deluxe CD	53
39065 IQ Test Multimedia CD	15
36825 Jumpstart Kindergarten CD	31
37551 Lion King Animated Story CD	29
37662 Managing Your Money 95 2.0 WIN	20
37156 Monty Phython's Complete Waste CD	37
40616 Norton Antivirus WIN95	74
40018 Plus for Windows '95 CD	46
42252 QEMM 8.0 WIN	62
41384 Quicken Deluxe 5.0 CD	58
39744 Ram Doubler 1.0 WIN	55
42751 Time's Up! WIN	30
43965 Toy Story Animated Story Book CD	36
36594 TriplePlayPlus! Spanish CD	56
43134 UnInstaller 3.0 WIN95	30
40000 Windows 95 Upgrade CD	100

MACINTOSH TITLES

33603 11th Hour CD	52
43926 Afterlife CD	45
43584 Catz: Your Computer Pet	20
43904 Close Combat CD	37
39640 Dark Forces CD	47
41431 Dogz: Your Computer Pet	20
43458 Heidi's House	30
40664 IndyCar Racing II CD	45
35257 Links Pro w/ Harbortown Course	39
41345 Marathon II: Durandal CD	42
43158 Mortimer	32
41964 Penthouse Interactive V CD	44
35331 Phantasmagoria CD	53
41385 Quicken Deluxe 6.0 CD	58
43608 SimCity 2000 Special Edition	46
40219 Star Trek: TNG "A Final Unity" CD	46
41716 Ultimate Doom CD	38
43626 Wing Commander IV	47

SONY PLAYSTATION

42105 Battle Arena Toshinden	54
42660 Doom	52
42661 FIFA International Soccer 96	53
42108 Mortal Kombat III	58
42163 NHL Face Off	52
42128 Tekken	46
42123 WWF WrestleMania Arcade	52

JOYSTICKS/MICE

44463 3D Program Pad	26
40715 CH F 16 Combat Stick	58
40802 CH F 16 Fighter Stick	73
31417 CH Flight Stick Pro	46
36876 CH Pro Pedals	71
40803 CH Pro Throttle	95
39877 F 15 Eagle Tactical Stick	112
39876 F 15 Talon Tactical Stick	67
42408 Gravis Grip Fighting Machine	82
44459 PC Flight Force Pro Joystick	33
40602 Sidewinder 3D PRO	56
44510 Sidewinder Game Pad	37
35104 Thrustmaster F 16 FLCS	112
44189 Thrustmaster F 22 Pro	124
41348 Thrustmaster Formula T2	112
44420 Thrustmaster Grand Prix 1	70
42753 Thrustmaster Pinball Wizard	30
29522 Thrustmaster Pro FCS	104
44190 Thrustmaster Pro Rudder Pedals	104
38156 Thrustmaster TQS for FLCS	112
36656 Wingman Extreme Joystick	43

VIDEO CARDS

41923 Diamond Edge 3D 4MB PCI VRAM	485
44412 Diamond Stealth 3D 2000XL PCI	177
37182 Graphics Xpression 2MB ISA	130
38319 Graphics Xpression 2MB VLB	155
39905 Imagine 128 1280 4MB PCI	624
39906 Imagine 128 1600 4MB PCI	854
42910 Jakarta PCI All In One Package	486
40385 MGA Millennium 3D PCI 4MB	373

MODEMS/FAXES

42059 Courier 28.8 EXT V.Everything	281
37602 Courier 28.8 INT DS PCMCIA F/M	267
42058 Courier 28.8 INT V.Everything	246
42068 Sportster VI 28.8 DSVD INT F/M	232
43652 Sportster Voice 28.8 INT F/M	178
44449 SupraFaxModem 33.6 EXT F/M	194
44447 SupraFaxModem 33.6 INT PNP F/M	164
39267 TDK DF2814 PCMCIA 28.8 F/M	249

VR GEAR

40263 CyberMaxx 2.0 VR Headgear	448
42040 I Glasses! PC Version	768
43327 Simuleyes VR Eyewear	103
41441 VFX1 Head Mounted System	802
42513 VIR One Cordless Joystick PNP	70

SOUND CARDS

43419 3D DSP Wavetable PCMCIA Card	101
41653 Gravis Ultrasound PNP	120
34807 Sound Blaster 16 Value Edition	93
41396 Sound Blaster 32 IDE PNP	154
41394 Sound Blaster AWE32 PNP	226
30931 WaveBlaster II Game Pack	94
43854 Yamaha Waveforce SW60XG	185

CD DRIVES & KITS

44149 10Xtreme INT CD ROM Drive	284
43564 6PLEX 6X EXT w/PCI Ctrl	533
41632 Diamond 8000 8X CD Kit	335
43252 Discovery CD 8X IDE 32 Voices	348
44465 Explorer INT CD Recorder	758
39975 MultiSpin 6XI INT CDROM	251
41397 Sound Blaster 6X INT PNP	190

SPEAKERS

36500 Jazz J 590 Speakers	63
38255 Koss HD 100 Speakers	64
44534 LCS 3210 Speakers	76
44538 LCS 9210 3D Sound Imager	31
44464 Under Monitor Speakers	142
40403 Vivid3D Pro EX	80
38836 Yamaha Speaker System Kit	166

MEMORY/CPU

43034 8MB 72 Pin 2X32 60ns	CALL
43245 8MB 72 Pin 2X36 60ns	CALL
31738 Cyrix CX486DRX2 33/66 386DX 33	CALL
36727 Overdrive 486DX4 100 CPU	CALL
40767 Overdrive PENT 83 CPU	CALL
43310 Overdrive PENT 120/133	CALL
43312 Overdrive PENT 150 CPU	CALL

800-228-7449

CUSTOMER SERVICE, CALL 508-443-6125 9am-5pm EST M-F

Call for your Computing Needs ext 391

Complete on-line catalog with over 5000 software and hardware titles.

- Prodigy - Computer Express
- CompuServe - GO Express
- AOL - Computer Express

www.gttweb.com/game/

.No surcharge is added to credit card orders..PO's, wire transfers, personal and cashiers checks accepted..Some items are not returnable. Returns require authorization # and are subject to 15% restocking fee..All items offered for sale are subject to availability..We are not responsible for typographical errors..Shipping and handling charges apply..Worldwide shipping! .All prices are subject to change without notice.

COMPUTER *Express*

31 Union Ave. Sudbury, MA 01776 Info: 508-443-6125 Fax: 508-443-5645

Circle Reader Service #74

ELECTRONIC ARTS CRYSTAL DYNAMICS FORMGEN BRODERBUND GROLIER BUNGIE VILLA CRESPO OSBORNE MCGRAW HILL DAVIDSON JASMINE TURNER INTERACTIVE INTELIPLAY SWFTE WAYZATA TECHNOLOGIES

AMERICAN LASER GAMES CREATIVE MULTIMEDIA VELOCITY ELECTRONIC ARTS SOFSOURCE PRIMA ACTIVISION SPOTLIGHT SOFTWARE MINDSCAPE IMAGITEK CDRP

NETMECH FOR MECHWARRIOR 2

Meching The Best of It

by Greg Fortune

So, you're feeling a little cocky since conquering your enemies and becoming Khan of your clan? Are you worthy? Now it's time to prove it, freebirth! What could be better than frying your friends with a 75-ton BattleMech? The NETMECH add-on for Activision's MECHWARRIOR 2 features both team and free-for-all missions, with a wide variety of objectives to brawl over. This is a Deathmatch style slugfest, with no AI mechs present on the battlefield. Don't worry, you'll probably find your human opponents a bigger challenge than AIs anyway (not to mention a lot more fun to taunt after you blast one of their legs off)! You are free to use the custom mechs you've built in the standalone version of MECHWARRIOR 2, but you cannot use mech designs from the GHOST BEAR'S LEGACY expansion pack in NETMECH. Look for that capability in the upcoming MECHWARRIOR 2: MERCENARIES missions (see page 76). So strap on you neural helmet, mechwarrior, and let's take a look at what it takes to make this baby run.

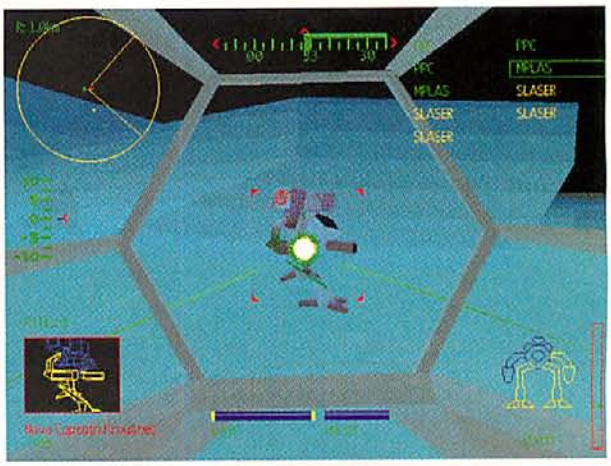
Activision, (310) 473-9200, **www.activision.com**

MECH A CONNECTION!

First, be warned that the version of NETMECH that's bundled with the Win 95 version of MECHWARRIOR 2 won't talk to the DOS version, due to its use of Microsoft's DirectPlay networking routines. Setup on an IPX network is pretty painless, but if your friends are using the DOS version, you'll be playing solo. A ray of hope for Win 95 MECHWARRIOR 2 players: The DOS version of NETMECH will work with your copy of the game, although you will lose any custom cockpit controls you have configured.



HOT GUNS The PPC is a deadly weapon, but it's heat intensive, so make sure you load up with heat-sinks or you'll shut down before victory.



ARMED AND DANGEROUS Standard mechs load up the arms with weaponry, so taking them out first may rob your opponents of most of their firepower.

I recommend that you install the NETMECH package into the same directory as your MECHWARRIOR 2 installation. If you follow this advice, you'll be able to use all of your custom mech designs and cockpit settings in your network games. You'll need to make any changes from the configuration screens of the standalone product, so make your adjustments before you link up. Once you are ready to get online, you need to decide how you wish to connect. If you have access to a LAN, you can link a maximum of eight people using the IPX protocol. If you have a 9600-bps modem or better (14.4-Kbps recommended), you can either play with three other MechWarriors via Dwango or against one other person by dialing them directly. Your last option is to connect with a null-modem cable, so that you can taunt your opponent both onscreen and verbally.

MECH A BREAK FOR IT

Like many great multiplayer games, NETMECH is simply an extension of its single-player predecessor. The skills you have learned reaching this point in your career will serve you well on the battlefields ahead.

If you are fighting a single human opponent, keep your eyes open for opportunities and your mind open to the unconventional tactics you are sure to face in your battles with these inner-sphere scum. Keep one eye on your heat meter and pick your shots carefully; three rapid misses followed by a hit are often worse than a single miss, due to the heat you will accumulate. Group your weapons wisely, as different types of weapon require different amounts of lead for your shot to hit true.

If you're playing on a LAN or via Dwango and have more than two players, you'll need to work with someone as a team to win the day. Even in a free-for-all, don't be surprised if some of your opponents form temporary alliances for the purpose of thinning the pack. You don't get bonus points for dying with your honor intact, so be prepared to form alliances of your own to counter these kinds of tactics. In team play, keep your lines of communication open and coordinate your actions with your starmates. The clan that forms an organized, planned attack will quickly gain a tactical advantage over the clan with no plan for attack or defense.

"I just wasted my best friend...



...And he's still talking to me"

HeadOn 28.8Kbps DSVD Modem

Digital Simultaneous Voice & Data

Eiger's HeadOn DSVD Fax/Modem is the ultimate online interactive game experience. Now you can simultaneously talk and play games via your HeadOn modem on a single phone line.

Check out our Website at:
www.eigerlabs.com
for more information

Full version retail games included
FREE

COMPUTER City · COMPUSA The Computer Superstore · DATAVISION · FUTURE SHOP

Technology Made Easy, Performance Made Affordable (800) OK-EIGER

Eiger Labs Inc.

All tradenames referenced are the service marks, trademarks of the respective manufacturers.© 1996 Eiger Labs Inc.

CG SNEAK PREVIEW
GAME STILL IN DEVELOPMENT

MW 2: MERCENARIES

Activision Mechs You Pay In The Prequel To MechWarrior 2

by Thierry Nguyen

In MechWarrior 2, it was all about honor and glory. In MechWarrior 2: Ghost Bear's Legacy, it was about pride and heritage. While these are noble, worthy ideals to fight wars over, MechWarrior 2: Mercenaries, gives you the most motivational incentive for fighting a war: cold, hard cash.

In MechWarrior 2: Mercenaries, you portray the captain of one of the mercenary groups during the turbulent year of 3039, 18 years before the events chronicled in MechWarrior 2. In this prequel, the clans are advancing, the Inner Sphere houses are busy fighting each other, and your purpose is to profit from everyone else's skirmishes. Your ultimate goal is to become one of the elite mercenary groups that will be contracted by COMSTAR or another Inner Sphere group for the epic Battle of Tukayyid.

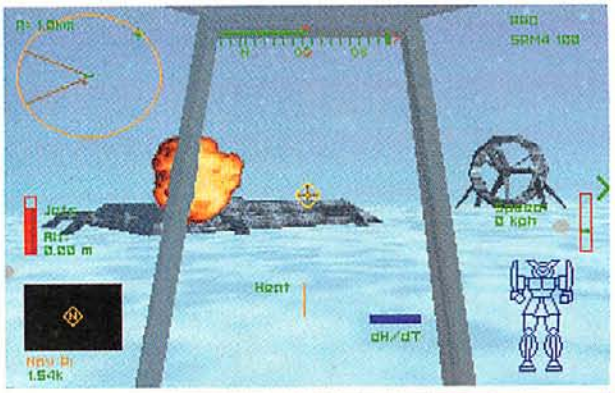
WATCH FOR FALLING MECHS

Mercenaries features a significantly enhanced update of the original MechWarrior 2 engine. Detailed textures flow across the landscape, and the mechs now sport textures on individual components, as well as insignia. The new multiple-light sourcing is best seen when firing a stream of missiles in a dark city; the addition of a particle system yields missile smoke trails and richer explosions. An improved night-vision mode uses a more efficient infrared sensor, instead of the sickly green phosphorous-type light amplification of the original game. Finally, a tweaked physics model means that, in certain cases, blowing a leg off a mech will result in said mech falling to the ground. The sight of a mech struggling on the ground, waiting to be finished off, is one that a ruthless merc will glory in.

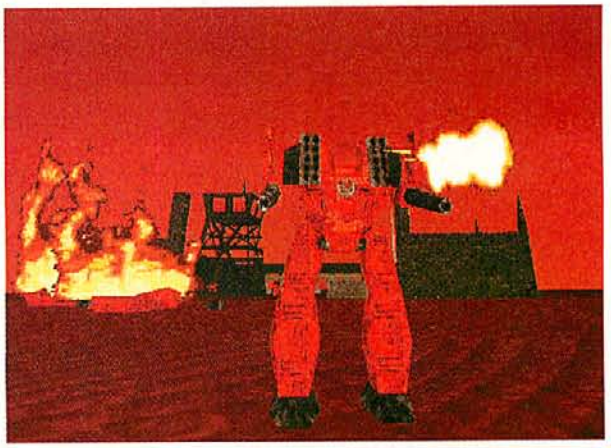
CASH OR CREDIT?

Besides the engine enhancements, Activision has dramatically altered the basic flow of the game. Before, when fighting for the clans, you were only the military end; all expenses were taken care of by the government and the laborers. With the new economic system, you literally have to work for your parts. Your missions are now paid contracts from various parties. The money you earn will be used to pay for your mechs, your technicians, your repairs, your weapons, even more pilots.

This addition of money is only one cog in the wheel of the new resource-management nature of the game. Since you have to pay for everything now, you will have to be more careful about weapons and damage. Damage sustained in combat must be repaired by paid techs, which means money out of your pocket–and that's assuming you purchased the spare parts and brought them with you from home base when you went into the field. Mercenaries will also feature salvage, which means head-shot kills will be rewarded with new arms and legs to graft onto damaged mechs. This will be a key factor in certain missions, and will allow you to obtain enemy technology and get some free parts from a battle.



'SNO SWEAT On top of everything else, Mercs will have to deal with the weather, thanks to Mercenaries' new particle graphics system.



XPLOSIVE IMPROVEMENTS No more boring polygons–nearly everything in the Mercenaries world is lovingly texture-mapped.

STORY MECH-ANICS

Perhaps the best improvement in Mercenaries is the branching story line. Instead of the "replay the mission until you get it right" routine found in the original, the story line now branches: Your performance in a mission affects your mission choices later in the game. Look for more surprises in missions in this incarnation–not everything will turn out to be what it seems.

Add to that Novice Mode, which will let casual players who don't want to deal with economic realities jump in and play, the Instant Action option (the merc's answer to the clanner's "Trial of Grievance"), 32 new mechs (in addition to those in MechWarrior 2 and Ghost Bear's Legacy) unique to the Inner Sphere and the mercenary groups, and the chance to engage in the biggest, most famous battle in BattleTech history: The Battle Of Tukayyid.

This fall, clanners will see just how cool the gritty and money-lined life of a merc is.

Activision, (310) 473-9200, **www.activision.com**







COMING IN SEPTEMBER

Commander Zod is waiting http://www.vie.com

Virgin Interactive entertainment

The Bitmap Brothers

RATING PENDING RP

Z ©1996 The Bitmap Brothers. Licensed exclusively to Virgin Interactive Entertainment, Inc. From Renegade Software, a Warner Interactive Company. Virgin is a registered trademark of Virgin Enterprises, Ltd.

Circle Reader Service #184

ADVANCED TACTICAL FIGHTERS

Mixing It Up At Mach 2

by Denny Atkin

Jane's ADVANCED TACTICAL FIGHTERS (ATF) has the balance of realism and accessibility that makes it a natural for network gaming. It's not a hard sim to get up to speed in, so you can easily fill out its maximum of eight players with flight-sim novices.

The novice pilots don't have to feel like targets, though. Because of the huge variety of planes in ATF, you can give the newbies the hottest planes in the sky, such as F-22A Lightning IIs or Dassault Rafales, and stick the old-timer aces in museum pieces like F-4 Phantoms or MiG-21s. In all, you'll find 90 different aircraft models available in multiplayer mode, from experimental fighters to bombers and transports.

The Quick Mission builder lets you set up raw, head-to-head combat either with two teams competing or in an anything-goes free-for-all. Victory conditions are adjustable and include total kills (by player or team), total damage delivered to opponents, or the kill ratio (kills inflicted versus deaths suffered). You can limit the number of revivals each player gets, and set a delay interval between death and revival. You can also adjust the distance from the fight at which a revived player reappears and what kinds of armament that player will have.

Multiplayer single missions are also available, for instance, where one group of players would be tasked with defending a group of tanks while another tries to take them out.

All these options make ATF a blast, whether you're looking for a quick aerial frag-fest or an afternoon of tournament combat.

Jane's/Electronic Arts, (415) 571-7171, **www.ea.com**



HOG WILD With a massive (if unrealistic) load of 12 Sidewinder missiles, the A-10 Warthog is good choice for multiplayer melees.



MIRROR DANCE The rear-view mirror is an especially useful defense mechanism. In multiplayer action it's too easy to get caught up in just what's in front of you.

GETTING CONNECTED

ATF requires a network with IPX support for play with more than two players. (Two-player games are possible with a simple modem connection or a direct serial link.) Note that ATF will *not* run under any version of Windows, so you'll need DOS-mode IPX drivers for network games.

For two to eight users, you can use Thin Ethernet, an inexpensive setup that requires only an Ethernet card and T-adapter for each computer, two terminators, and Thin Ethernet (coaxial) cable. This setup avoids the need for a network hub, but it's slower and will bog down as you add users. If you have multiple ATF games going on a network, with a total of more than eight players, you'll need to go to a full-blown 10BaseT (or 100BaseT) setup with a network hub.

KING OF THE SKIES

The best way to rule the skies in ATF is take the most maneuverable aircraft. Fly the A-10, EF2000, F-22, Harrier or X-29 and you'll be able to turn inside less agile opponents. The X-31 and X-32 are also highly maneuverable, but manual thrust vectoring is too hard to take advantage of in the heat of combat.

Load up on AIM-9X Sidewinder missiles, since most of your combat will be at close range. The heavily armored A-10 is a particularly vicious weapons platform; you can arm it with up to 12 Sidewinders, along with its massive 30mm cannon.

Although ATF supports only eight players per session, you can run multiple ATF games on the same network. If you have a large number of players, you can use tournament-style play to get everyone in on the competition. The winning team can challenge the winners of the other games in an ongoing sports-tournament fashion, until everyone is eliminated except the final victor. (Meanwhile, eliminated pilots can continue to play in separate games.)

In single-player mode, ATF normally gives you only 14 planes to choose from, but if you want to practice flying the more esoteric aircraft before the big net game, just press the secret keys. Holding down the Ctrl, Alt and Shift keys on the right side of the keyboard, click Quick Mission, then click Cancel. Hold down the keys again and choose Quick Mission once more, and you'll be able to practice using any plane in the sim.

SIMCITY 2000 NETWORK EDITION

The world's most popular simulation finally gets some competition.

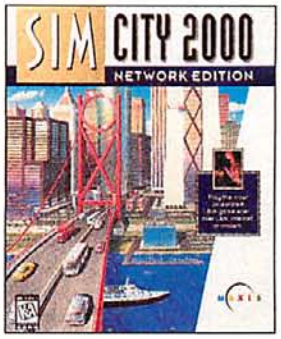


Player 1
is the server that brings the players together—before trying to bring them to their knees in a mad scramble for power.

Player 2
surveys the city looking for suggestions he can make to the group on how best to beautify their burgeoning burg.

Player 3
is in the midst of heated negotiations with Player 1 that could bring some much-needed revenue to her district.

Player 4
checks out the new stadium and power plant he shrewdly got approved at the city's last real-time town meeting.



After years as the only city simulator in town, SimCity 2000 now has some worthy competitors. Namely, you and three friends, competing for resources and revenue over the Internet or a LAN. Or two of you can go head-to-head over a modem. It's the SimCity 2000 Network Edition—now ready to compete for your free time.

When you're building a mega-metropolis, two heads (or three or four) are better than one. So import saved SimCity 2000 cities or start a new urban sprawl. Chat live with your connected commissioners. Wheel and deal for property and vote in town meetings.

Or forget back-scratching and try back-stabbing—in a shameless grab for political power. **The Network Edition. Not just multi-layered. It's multi-playered.**

MAXIS

http://www.maxis.com

Available for Windows 95. © 1996 Maxis, Inc. All rights reserved. SimCity 2000 and Maxis are registered trademarks of Maxis, Inc. For product or ordering information, contact your local retailer or call 800-33-MAXIS. Visit the Maxis Web page at http://www.maxis.com.

ALBION

You thought it was just another mining expedition...
You thought the planet was uninhabited...
You thought you'd be home for dinner...

YOU THOUGHT WRONG



DISCOVER...



INTERACT...



BE TESTED...

Immerse yourself in the mysterious world of Albion. The vast beauty will captivate you. The life forms will challenge you. Every step of the journey will force you to re-think your moral beliefs. Question everything, but trust no one.

Prepare yourself for the role-playing journey of a lifetime!

Look for Albion and other Blue Byte Software titles at your favorite retailer or call 1-800-933-2983.

Circle Reader Service #114

Blue Byte Software Inc. • 33 South Roselle Road
Suite 201 • Schaumburg, IL 60193
Voice: (847)534-7950 • Fax: (847)534-7951
http://www.bluebyte.com

Blue Byte

WARCRAFT II

Separating The Orcs From The Dorks In Multiplayer Melees

by Elliott Chin

The battle for Azeroth in Blizzard's WARCRAFT II offers some of the most fun and frantic multiplayer action this side of COMMAND & CONQUER.

As a multiplayer game, WARCRAFT II's options are pretty hard to match. It supports up to eight players over a network and has four map sizes for different styles of play. There's a small map for quick battles, a medium-size map that allows a brief moment of exploration and build-up before a tumultuous showdown, and two larger maps that are big enough to allow ample exploration and army-building prior to an eight-way blood fest. Both the Orc and Human races are available to all eight players, and WARCRAFT II also allows gamers to form alliances and team up against friends.

With a seamless point-and-click interface, WARCRAFT II is an easy game for newcomers to digest. Strategy veterans, on the other hand, will be challenged by the variety of structures and units they can build, as well as the quick, real-time battles that demand thinking on the fly.

With over 70 missions between WARCRAFT II and the expansion disk, and an included scenario and unit editor, there is virtually no end to the variety and number of multiplayer maps you can play on in WARCRAFT II.

Blizzard, (800) 953-SNOW, **www.blizzard.com**

CONNECTING TO AZEROTH

WARCRAFT II matches can be waged over an IPX network. In this setup, up to eight players can participate in a multiplayer match. The game also supports two-player, head-to-head play over a modem or a direct link with a null modem. In addition, you can play WARCRAFT II over the Internet using the application Kali, though fast connections are necessary for any reasonable performance. Multiplayer games of WARCRAFT II can be played in both DOS and Windows 95.



GREAT BALLS OF FIRE To destroy those pesky towers, right-click on them with your catapults. Catapults' longer range enables them to destroy the towers easily.



TOWER POWER A good strategy for disrupting your enemy's cash flow and killing off his peasants is to erect several cannon towers near his most important gold mine.

By far the best multiplayer feature of WARCRAFT II is the spawning technology. This unique technology allows up to three people to play per CD. Only the host needs to have the WARCRAFT II CD in the CD-ROM drive, while the other two players can connect and play without one. For a six-way match, two CDs are needed, and an eight-player match requires three.

GOLDEN MEANS

The key to winning is maintaining a steady income. Explore the map early. The minute you've spotted an extra gold mine, send a party of military units and a peon to the gold mine and have the peon build a town hall while the soldiers stand guard. At this early stage of the game, it is unlikely that your opponents will have claimed these extra gold mines, so it is essential that you get there first. Once the town hall has been built, recruit an additional peon, and then build a guard tower for immediate protection. This will double your income, giving you a sizable advantage in growth over your opponents.

One tactic for wreaking havoc on your opponents is building several towers near his primary gold mine. Send out three peons to your enemy's mine, and then have one begin construction of a tower while the other two "repair" it and speed its completion. Once the tower is built, immediately upgrade it to a cannon tower, and then build another one. If you're fast enough, you might get two towers up before he kills your insidious little workforce. The towers accomplish two things: First, they kill your opponent's peons, forcing him to waste gold recruiting extras. Second, they severely inhibit, or even cut off, his gold supply by making the route too dangerous to travel.

COMMAND & CONQUER

Giving Multiplayer Combat The NOD

by Elliott Chin and Jack Rodrigues

COMMAND & CONQUER nabbed the Premier Award for Best Strategy Game of the Year not only for its engaging real-time gameplay and high production values, but also for its immense success as a multiplayer game.

In multiplayer matches, COMMAND & CONQUER supports a maximum of four players. Unfortunately, the map sizes are fairly small, but between the original game and the mission disk, COVERT OPERATIONS, there are dozens of maps for multiplayer fans to choose from. Players can choose to be either the good GDI or evil NOD Brotherhood. One advantage C&C has over WARCRAFT II is the variety of army capabilities: The GDI has large, powerful units, while the NOD has fast, stealthy ones. These differences lead to necessarily different strategies, which will challenge even veteran strategy gamers.

You can also alter the parameters of multiplayer games, such as starting credits, the existence of computer opponents, the game's tech level (which dictates the types of troops you can build), and the distribution of crates around the map that hold money and special bonuses.

Virgin/Westwood, (800) 874-4607, **www.westwood.com**

CONNECTING TO COMBAT

COMMAND & CONQUER can be played over a network with the IPX protocol. In this case, up to four players can compete in one match. There is also support for head-to-head play over a modem or null modem. In modem games, C&C requires that both players have a 9600-bps or faster modem. For the best performance, CGW recommends playing C&C on a 486/100 or better system with at least 16 megs of RAM.

C&C is a DOS product. If you launch it from the Windows 95 desktop, it will take you to DOS mode, and you won't be able to access your other Windows applications. COMMAND & CONQUER FOR WINDOWS 95 should be available by this fall and will support TCP/IP play over the Internet.

CONQUERING THE COMPETITION

Harvesters are the weak link in every player's game. Therefore, guard your harvesters and don't let them stray too far beyond your defensible perimeter. Check up on your harvesters periodically to make sure they don't wander into enemy territory. Conversely, you want to hunt down your enemy's harvesters. On the NOD side, buggies and bikes are good for taking out enemy GDI harvesters, because they are fast enough for hit-and-run tactics and can flee if the enemy sends heavy tanks to defend the harvester. Destroying an enemy harvester cuts his income by half and requires that he waste money building another one. During that time, you will enjoy a two-to-one advantage in harvesting tiberium and building units.



MORE IS BETTER Build at least one additional harvester, preferably two, so that you can double or triple your harvesting rate and build structures and units faster.



SALVAGING THE SITUATION When you're being pummeled, as in this guerrilla attack, you can sell off structures for money and additional troops.

Shortcuts and extra features available in C&C are detailed, not in the documentation, but in the README file. These keyboard shortcuts are convenient for managing your troops and issuing special instructions in single-player mode, but they're essential for multiplayer games.

During a battle, at times the selected units bunch up, which leaves them vulnerable to certain weapons. You can scatter the bunched units by pressing the X key. If the situation becomes hopeless, you can resign from the game. In single-player mode, you will abort the mission; however, in multiplayer mode, you go out with a bang—literally. To cause all your units to self-destruct, press the R key.



Psychologists say inside every
18 to 35-year-old male, there lies
a potential psychotic killer.

SID MEIER'S CIVNET

How I Learned To Love TCP/IP

by Terry Coleman

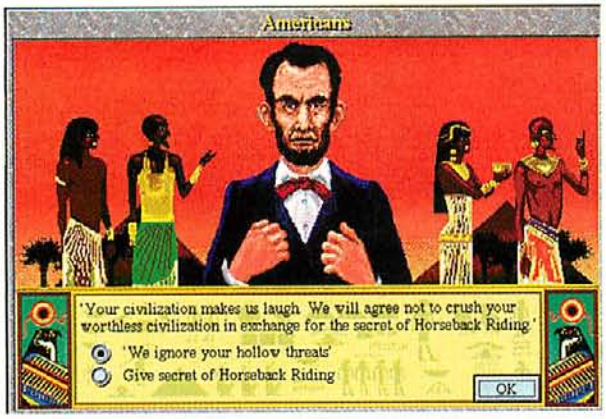
Alexander the Great doth bestride the world like the Colossus his people have built in Athens, and the entire world trembles 'neath his military might. Today Alex (as he's known to his close friends) puts his suave demeanor and athletic good looks to good use as he addresses the United Nations, announcing that his government has made the difficult transition from despotism to democracy. Only in CIVILIZATION can your leader have a reign that spans millennia, and only in CIVNET can you share that experience with other human leaders. (It appears the multiplayer hooks in CIVILIZATION II won't be taken advantage of, so don't expect a CIVNET II any time soon.)

One of the reasons that CIVNET works is that Sid Meier actually consulted on the design. The upside of this is that the game plays very like the original CIVILIZATION. What comes as less-than-welcome news is that everything looks dated, now that Civ II is conquering many a gamer's hard drive. Another problem is game balance: Humans can't benefit from the cheats that computer civilizations do, so falling behind early often means that you stay behind other human empires.

And then there are the infamous bugs. Whereas Civ II has benefited from gameplay patches, you don't need these enhancements to play the game. In CIVNET, you either get the latest patch or you console yourself that you've bought a Windows version of solo CIVILIZATION–because you aren't going to be playing for very long over a network.

Despite all this, the game works pretty well once the band-aids have been properly affixed. The parallel turn sequence is a boon for those who hate waiting for their opponents to move in turn-based games, and it helps add to the tension during play. It's a delight when you manage to build the Lighthouse under your enemy's nose, almost as much fun as following the nervous chat messages when you're the first to discover the military uses of gunpowder.

MicroProse, (800) 879-PLAY, **www.microprose.com**



TRUST ME Diplomacy takes on new life in CIVNET, but don't let some smooth-talking human emperor persuade you to let him build the Pyramids (unless you *enjoy* finishing a distant second).



MULTITASKING MINIMALISM While it might be tempting to open all the "Windows to your world" simultaneously, you're better off working mainly from the city and strategic displays–and avoiding lockups.

CASTING YOUR CIVNET

You can get a decent multiplayer game going under IPX, but you are really better off using a TCP/IP connection–even in a network game. Since the action is turn-based rather than real-time, latency isn't as big an issue as it could be. Even so, you'll want to avoid Windows 3.1x; if you must play with Win 3.1, don't try to play with people who are using Win 95, unless teeth-gnashing is one of your favorite hobbies. Similarly, we don't recommend that you mix and match very fast systems–say, P133s–with 486/33s and slower machines. It shouldn't make a difference, but it does, especially over a network.

When you install CIVNET, make sure you let the program install the WinG drivers, even if you are convinced that you don't need them. And while it might seem obvious, *don't* try to multitask while you are playing a multiplayer game (although popping your favorite music CD in seems to work OK in Win 95 CIVNET games).

SNEAKY CIVPLOYS

When you design a world, make a land bridge along the Antarctic coast connecting two larger continents, then research chariots and horseback riding.

Take a solemn oath with all other players not to build the Pyramids, and ruthlessly annihilate anyone who breaks the oath.

Make a "Trojan Horse" city of size 2 on your worst enemy's home continent. After he takes the city, retake it to capture technology, then run.

The mouse is nice, but using the keypad results in fewer squeaks of irritation caused by mismoving your units.

CAN HE



QAD
(Quintessential Art of Destruction)

Blow away your enemies as you maneuver your craft over constantly changing terrain in an attempt to save up to 200 hostages. An explosive soundtrack and revolutionary technology make each of QAD's more than 20 deadly missions a blast.

COME OUT

It's kill or be killed within the Arenas of Electrostatic Flux. Survive and continue your journey through the galaxy, buying faster, more powerful ships and weapons. With Nihilist's mind-blowing soundtrack and 3D-like effects, you're in for the fight of your life.



Nihilist

TO PLAY?



Battle Slayer

Only the toughest survive in a tournament to find the most perfect specimen in all the colonized planets. So you better choose your character carefully. Battle Slayer's killer audio and multiple play modes are sure to satisfy even the most discriminating taste for blood.

PHILIPS

http://www.philipsgames.com

Hard-Core Games.
Killer sound. Killer action. Killer games. 'Nuff said.
For PC CD-ROM.

© 1996 Philips Media, a division of Philips Electronics North America Corporation

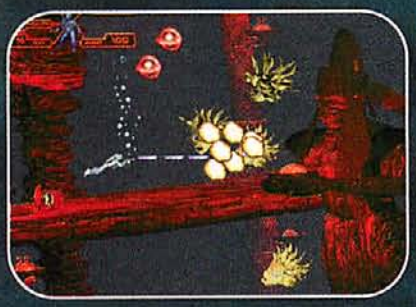
18 to 3[illegible]

a potential psychotic killer.

Circle Reader Service #143

THE YEAR 2055...
UNCOVER SECRETS OF THE DEEP...DISCOVERIES THAT MAY CHANGE THE COURSE OF MANKIND OR END ITS EXISTENCE

S.T.O.R.M.™





"It's efforts like these that will establish a new 32 bit gaming paradigm."
-Next Generation



http://www.ascgames.com

Enter to win limited edition S.T.O.R.M. prizes.

No purchase necessary. See rules at web for details.

AMERICAN SOFTWORKS

VIRTUAL STUDIO

PC-CD-ROM INTERACTIVE

KIDS TO ADULTS K-A AGES 6+

All rights reserved. S.T.O.R.M. is a trademark of American Softworks Corporation and is distributed under agreement with AVC Limited Partnership. ©1994 AVC Limited Partnership. ASC is a trademark of American Softworks Corporation. All rights reserved. ©1995 Virtual Studio.

IF YOU BUILD IT, THEY WILL COME

CGW's Guide To Creating Your Very Own Game Net

BY SHELDON LEEMON

Computer games are twice as much fun when you play with a friend, since human players are always a better match than a computer opponent—no matter how sophisticated the game's artificial intelligence (AI) routines are. Many multiplayer games also provide additional play options when a friend joins you. For example, you may both be able to play on the same side against the computer (or other human players), as well as against each other.



Most gamers like the idea of multiplayer gaming, but think the hardware is too complicated and expensive. To play a computer game with one or more friends, you need three things: a game with multiplayer support, two or more computers, and a way to connect the computers together. These days, it's not all that difficult to meet those requirements. Just about all newer titles have some sort of head-to-head play option, either over a direct serial connection or a network. Coming up with two or more computers also isn't as hard as you might think. You, or a friend, may already be a two-computer household, where the parents have recently bought themselves a new computer, and given the older machine to the kids (or vice versa). Or, you may have a friend who is willing to bring over a portable (or even a not-so-portable) computer to your house for a friendly (or not-so-friendly) round of gaming.

The last step, connecting the computers, is the one that throws most people. That's because when they hear the word *network,* they think of a local area networks (LAN) maintained by large businesses–comprised of a huge server with dozens of workstations, and ruled by an all-powerful system administrator. Many LAN administrators have strict policies about gaming on the company network, with punishments ranging from a wrist-slap to summary execution. Most of their concern stems from problems with DOOM1.0's network

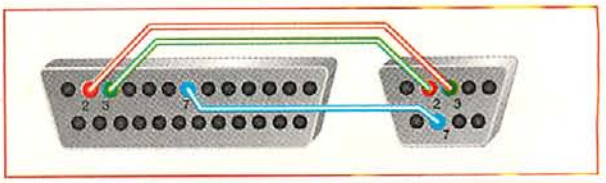


FIGURE 1 Wiring a null-modem cable.

functionality, which flooded networks with excessive traffic, causing clients to lose their connections, and bringing overall network performance to a crawl. That problem was quickly remedied, and networked games published since use very little network bandwidth, making administrators' concerns pretty much outdated. But old policies die hard, so using your company network may not be an option, even after hours, for networked gaming. Fortunately, setting up a game network is much simpler, requiring only a bare minimum of hardware and software and no special expertise. Here's a guide to getting a game net up and running, so you can bring multiplayer gaming home.

TWO CAN PLAY AS CHEAPLY AS ONE

The simplest and least expensive way to connect two computers for head-to-head play is a direct serial connection. All you have to do is to

GameLAN Eases Multiplay Setup

Playing the latest strategy or action game against your friends is the current hot trend in games. Setting up a local area network, however, can be an intimidating and frustrating task.

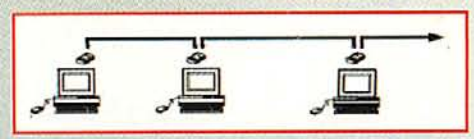
Stepping in to fill the void is Apexx Technology, with the GameLAN kit. GameLAN is a simple networking scheme that uses parallel port Ethernet adatpers for network connections. We were at first skeptical, having had negative experiences with parallel port hardware in the past, but the GameLAN kits are easy to set up and specifically tuned for the needs of multiplayer gaming.



The GameLAN kits come in two forms: a complete kit with two adapters, cabling and documentation, and an add-on kit with one adapter and cabling. The GameLAN dongle plugs into the parallel port; you need to disconnect your printer, as there is no pass-through capability. Connecting to other computers is a breeze–you use standard, 4-wire, RJ-11 telephone cord, and more than two computers are connected by a daisy-chain system–no need to pop off the computer cover.

Installation works under either Windows 95 or Windows 3.11, and sets up DOS networking as well. The manual seemed a bit thin, but it completely described the setup options. In addition to the basic GameLAN software, Apexx supplies a number of shareware games on CD.

We tested GameLAN under Windows 95 and DOS, picking a variety of games. All the supplied shareware games or demos–DUKE NUKEM 3D, DOOM, HERETIC, HEXEN and WARCRAFT 2–ran easily under DOS. It took a bit of configuring to get the package to work under Windows 95, but we attributed this to having to disable existing networking hardware first. We then ran WARCRAFT 2 and MECHWARRIOR 2's NETMECH/95 with good results. One caveat: Power to the GameLAN adapter is through a keyboard pass-through that taps juice from the keyboard port–not all keyboard hardware can support this, so check your setup. Apexx offers an optional A/C adapter. The company recommends that no more than 12 systems be connected together; performance varies depending on the system.



PEER PRESSURE GameLAN uses daisy-chained, peer-to-peer network adapters. To add a new system to the line, just plug a GameLAN adapter into its parallel port, and run a cable to the last adapter in the chain.

GameLAN's low-cost, easy setup and relatively good performance makes it a great solution for occasional network games. Check it out by contacting Apexx Technology, PO Box 9291, Boise, ID 93702; (208) 336-9600.—*Loyd Case*

GameLAN 2 player kit: $139.99
GameLAN 1 player add-on: $69.99

Video Pinball Just Got a Whole Lot More Fun!

There are more pinball games than ever to choose from these days. Most claim realistic ball motion and offer multiple tables as if quantity might be more important than a superior table design. While we don't think any offer the super-real ball motion of Loony Labyrinth™, there's a lot more to great pinball than ball movement. Just like in the arcades, some pinball machines last for years and others come and go in a few months. The creators of Crystal Caliburn set the standard for championship table design and super-real ball movement. Now with Loony Labyrinth™ they've taken that standard one step further. If you're looking for a game that will keep you challenged all year, take a step up and see what real pinball is all about. With a 90-day money back satisfaction guarantee, you've got little to lose.



Intelligent Gamer Online - "Loony Labyrinth is the most faithful, complex, and downright enjoyable reality based pinball game you can find on any computer platform or game console today." (Rating 92/100)

Computer Game Review - "This is still the best computer pinball game." (Rating 90/100) Winner—Golden Triad Award.

MacUser - "Like all really great games, Loony Lab has a high just-one-more-try factor." (Rating 4.5/5)

Inside Mac Games - "...not only one of the best vid pins ever, but one of the greatest Macintosh games of all time." (Rating 4.5/5)

Designed for Microsoft Windows 95

386-33MHz or faster processor, 8 MB RAM, and CD-ROM drive.

Visit your local retailer or call 24 hours to order.

COMPUTER Express

1-800-228-7449



No scrolling during play!

Loony Labyrinth™

Windows® 3.1, 95, NT & Macintosh

Interactive demos available on AOL-Keyword:STARPLAY
CompuServe-Go:GAMAPUB;STARPLAY[11] Internet-ftp.usa.net/users/starplay

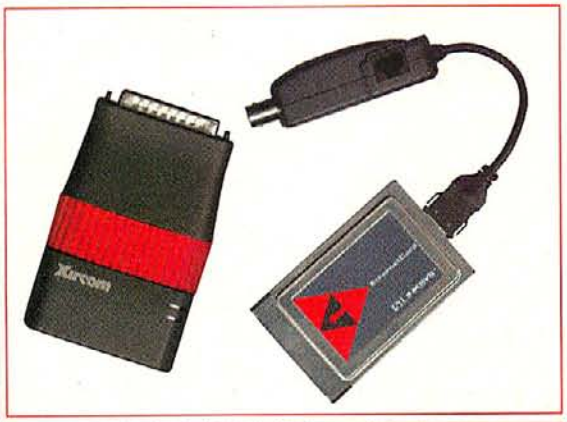
StarPlay Productions, Inc. • 1200 28th St., Suite 201 • Boulder, CO 80303-1701
Tel 303.447.9562 *Fax* 303.447.2739 *Email* sales@starplay.com

Loony Labyrinth™ is a trademark of LittleWing (CH) LTD. Other trademarks are the property of their respective owners.

plug a special serial cable, called a null modem cable, into one of the serial ports on each computer. Since almost every computer already has a connector for a second serial port, the only hardware you'll need is the cable itself. You can buy a null modem cable (or a null modem adapter that fits on the end of a standard serial cable) at almost any computer store for less than $20. Serial ports come with either 9-pin or 25-pin connectors, though, so make sure that you get a cable with ends that can plug into both computers.

If your computers aren't located close together, you may find that a standard 6-foot or 10-foot null modem cable isn't long enough. FormGen sells a 30-foot head-to-head serial cable for about $35, with both 9-pin and 25-pin connectors on each end. Or, if you're handy with a soldering iron, you can easily make the cable yourself. All you need is two female D-shell connectors (25-pin or 9-pin, depending on which connector your computer has) and some wire with at least three conductors (such as four-conductor telephone wire). The Transmit (pin 2) and Receive (pin 3) lines should be crossed, so that pin 2 of one connector goes to pin 3 of the other. The Ground line (pin 7) goes straight across from one connector to the other (see Figure 1).

No special software is required for a direct serial connection, other than the game itself. Just run the game on both computers, and select the proper multiplayer option from the menu. Games like DUKE NUKEM 3D and DOOM require you to run the Setup program to launch a multiplayer game. Other games may have an option such as Serial Game, or Direct Connect right on their main menu. When you select this type of game, the program will probably ask you to check some settings, including the following, to make sure that the game can find your serial port.



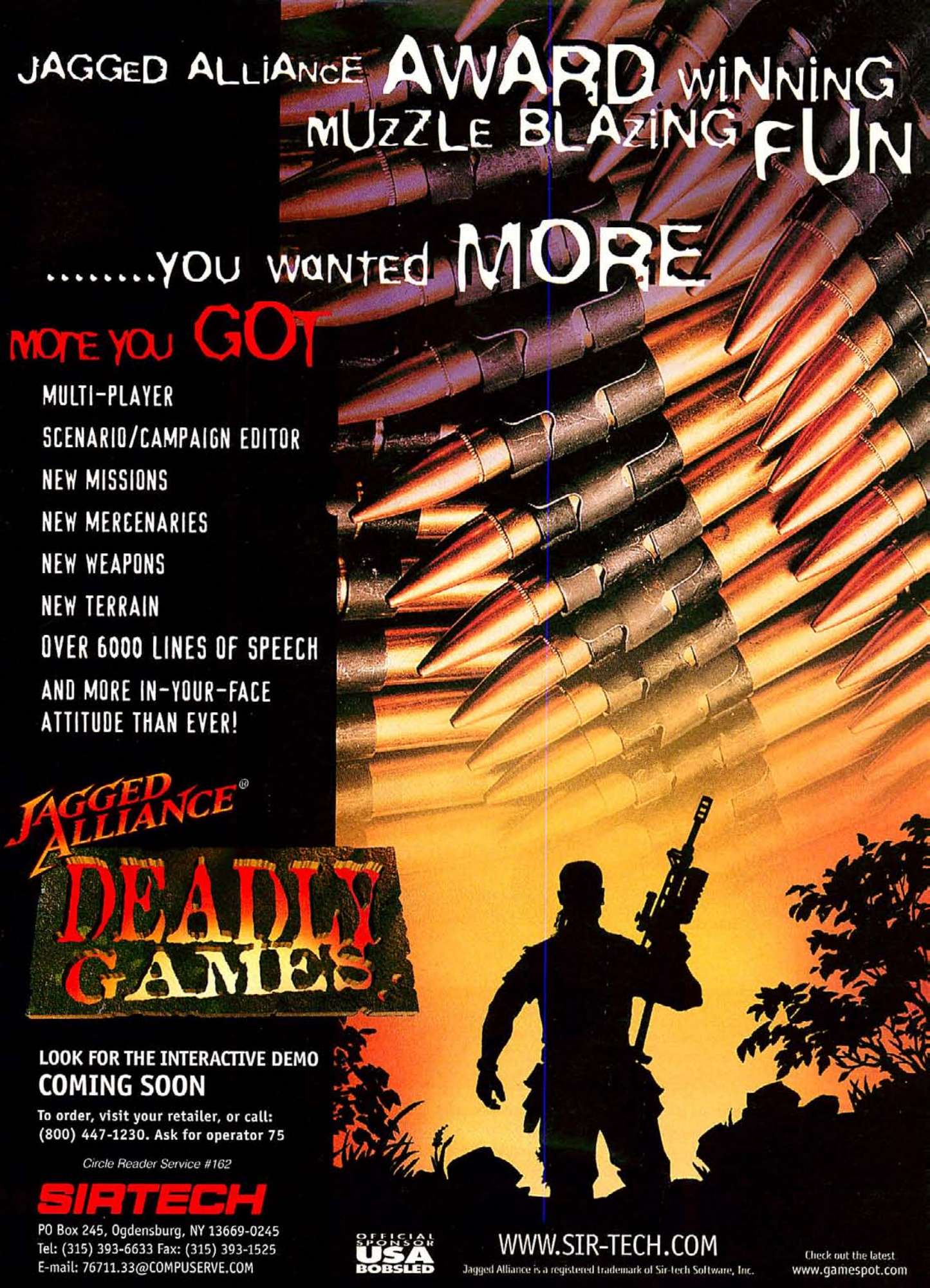
LAPTOP CONNECTORS The PC card NIC (right) is the least expensive means of connecting a laptop to a network. It plugs into a PC card slot and accepts an RJ-45 or a BNC connection; the Linksys PC card shown accepts both connectors. If your laptop doesn't have a PC card slot, the parallel port ethernet adapter (left) is the alternative, but it's much more expensive. The adapter plugs into the parallel port and accepts an RJ-45 (10-BaseT) connection.

▸ COM port: Normally you'll choose COM 1 for a laptop computer, and COM 2 for a desktop machine, which usually uses

Say What You Mean...

Here's a brief glossary of networking terms you may encounter while setting up your game net:

10Base-T A network connection using UTP cable with RJ-45 connectors on each end.
10Base2 A network connection using coax cable with BNC connectors on each end.
BNC A cylindrical connector with a bayonet mount.
Coaxial cable (coax) A two-wire cable with an inner conductor, surrounded by a braided shield, separated by a layer of plastic.
Crossover cable A UTP cable in which a Transmit line on one end connects to a Receive line on the other. Used to connect two 10Base-T cards together directly, without going through a hub.
Ethernet Hardware standard used by most network cards. Ethernet cards come in two speeds, 10 megabits per second (Mbps), and 100 Mbps.
Hub A central device where each client machine, sometimes called a node, connects in a star-topology LAN. It acts as a traffic controller, routing information from one computer to another.
IEEE 802.2 or 802.3 Ethernet frame types, which describe how information is sent over Ethernet networks. Novell NetWare 3.X networks generally use 802.3, while Netware 4.X networks use 802.2.
IPX Internetwork Packet Exchange, the protocol used in Novell networks.
LAN Local area network.
NDIS Network Device Interface Specification. A device driver standard for Ethernet cards used by Microsoft networks, which allows multiple protected-mode network protocols to be used with the same card.
NE2000 An Ethernet network card made by Novell. Many 16-bit cards are NE2000-compatible.
NETBEUI NetBIOS Extended User Interface. The protocol used by Microsoft network operating systems (Windows for Workgroups, Windows 95 and Windows NT).
NetBIOS Protocol used by network operating systems such as Lantastic and some game titles.
NIC Network interface card. An Ethernet NIC is usually an ISA card that plugs into your computer.
Null modem A serial cable that crosses the Receive and Transmit lines, allowing a direct connection between the serial ports of two computers.
ODI Open Datalink Interface: Novell's device driver standard for linking a network card to multiple protocols.
Peer-to-peer A network in which each workstation can share its hard drive and printer with any other.
Protocol An agreed-upon method for transmitting information. You can think of a protocol as the "language" a network speaks.
RJ-45 A connector that resembles a modular phone connector, but is larger.
Stack A series of driver programs used to implement a protocol. Networks are built with layers of software, which insulate–or abstract–an application from the hardware.
Star-topology LAN A network in which each computer is connected via 10Base-T to a central hub. If any one station disconnects, all others remain connected.
TCP/IP Transport Control Protocol/Internet Protocol. Protocol used on most Unix networks and on the Internet.
Terminator A 50 Ohm resistor pack that plugs into the T-connector on each end of a 10Base2 network. It prevents signals from being reflected back down the line, causing noise.
UTP Unshielded Twisted Pair. A type of cabling that uses separate conductors for Transmit and Receive, twisted around each other. Used in 10-Base-T networks with RJ-45 connectors.


JAGGED ALLIANCE AWARD WINNING
MUZZLE BLAZING FUN
.....YOU WANTED MORE
MORE YOU GOT
MULTI-PLAYER
SCENARIO/CAMPAIGN EDITOR
NEW MISSIONS
NEW MERCENARIES
NEW WEAPONS
NEW TERRAIN
OVER 6000 LINES OF SPEECH
AND MORE IN-YOUR-FACE ATTITUDE THAN EVER!
JAGGED ALLIANCE®
DEADLY GAMES
LOOK FOR THE INTERACTIVE DEMO
COMING SOON
To order, visit your retailer, or call:
(800) 447-1230. Ask for operator 75
Circle Reader Service #162
SIRTECH
PO Box 245, Ogdensburg, NY 13669-0245
Tel: (315) 393-6633 Fax: (315) 393-1525
E-mail: 76711.33@COMPUSERVE.COM
OFFICIAL SPONSOR USA BOBSLED
WWW.SIR-TECH.COM
Jagged Alliance is a registered trademark of Sir-tech Software, Inc.
Check out the latest
www.gamespot.com

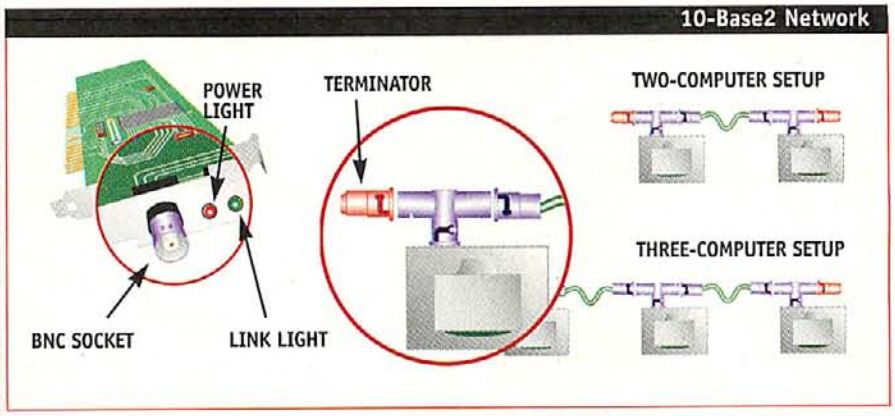


FIGURE 2 Using RG-58 cable and BNC connectors (also known as 10-Base2), you can daisy-chain multiple rigs together to form your own network. The last machine in the chain needs to have a terminator (inset).

COM 1 for the mouse. Desktop computers with internal modems, however, often have the modem set to COM2, and the external serial port disabled entirely. In this case, you'll need to remove your modem or change its settings before you can reenable your external COM 2 port. Unless you are fairly skilled at resolving IRQ conflicts, you may want to get help from an expert before you try turning your second COM port back on.

- **IRQ:** Unless you have changed the settings on your serial port hardware, use the defaults: IRQ 4 for COM 1, and IRQ 3 for COM 2.
- **Baud Rate:** Determines how fast you send information from one computer to the other. The right setting depends on the speed of your computer and its serial port. The key thing to remember is that both computers must choose the same baud rate. If you have a sluggish computer hooked up to a real screamer, set both to a speed that the slowpoke can handle. When in doubt, start at 9600 bps, and then increase the speed in subsequent sessions to see if both machines can handle it.

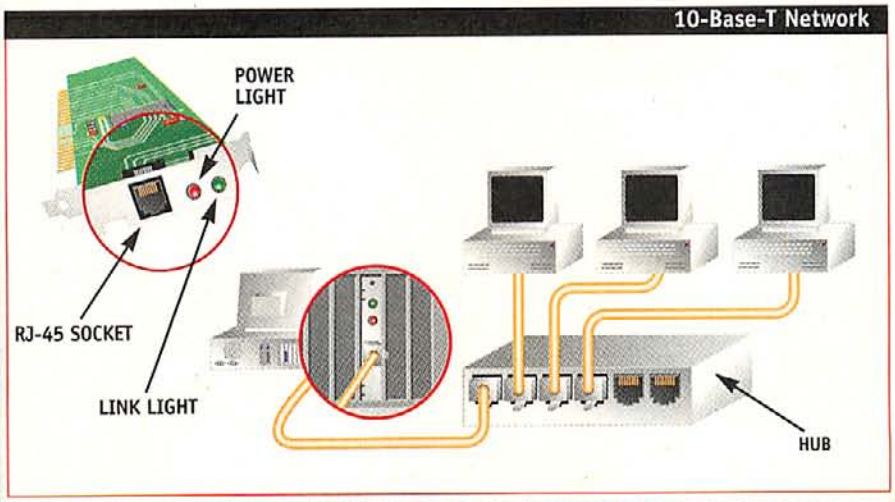


FIGURE 3 A 10-Base-T network is another option, if you want to have a hub. This doesn't require daisy-chaining, so you won't need to fuss with T-connectors, but the hub itself will run between $90-$150. Inset shows RJ-45 connection into a network interface card (NIC). The two lights indicate power to unit and that a connection has in fact been made with another system.

A direct serial connection is a great way to get started with network games. It's cheap, works well with laptops, and long cable runs are no problem. Data transfer is slow, however, which may reduce the speed at which fast action games run, particularly on a slow computer. Also, direct serial connections are limited to two machines. And, in an amazingly clueless omission, Microsoft doesn't support direct serial connections in its DirectPlay multiplayer libraries for Windows 95–only modem and network connections. To overcome these drawbacks, you have to step up to the next level of multiplayer gaming–a network connection.

WIRING UP A NETWORK

Setting up an Ethernet network requires more hardware and software than a direct serial connection, but the benefits far outweigh the time and money you'll invest. Data transfer across an Ethernet network is more than a hundred times faster, on average, than a serial connection (about 1 MB/sec), and you'll be able to connect as many computers as your games support.

The main ingredient you'll need is an Ethernet Network Interface Card (NIC). There are lots of different kinds of NICs available, but for purposes of network gaming, the least expensive 16-bit ISA card will work just as well as costlier cards. Look for cards that are compatible with Novell's NE2000, since most driver software supports such cards. You can find cards such as the MaxTech NX-16BT at a chain store like CompUSA or Computer City for about $40. You may also be able to find a used card at a computer show or swap meet for as little as $10. If you have a laptop, though, be prepared to pay a lot more. Typically, laptops require a PC Card or parallel port Ethernet adapter, costing anywhere from $129 to $259.

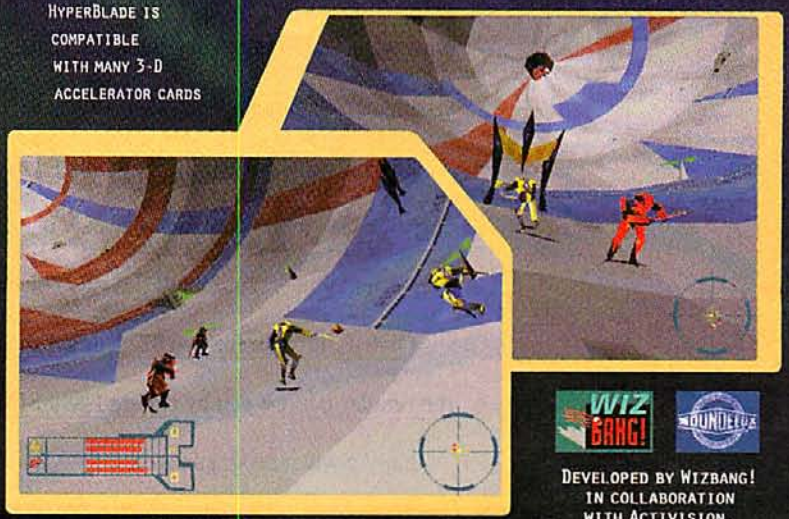
Inexpensive NICs come with one or both of two kinds of connectors. BNC connectors are used with RG-58 coaxial cable, a thinner version of the stuff that carries your cable TV signal. This kind of connection is known variously as BNC, RG-58, Thin Ethernet, ThinNet, 10Base2, or CheaperNet. Multiple computers can be easily daisy-chained using BNC T-connectors and terminators. The other type of connector is an RJ-45

IN THE FUTURE, THE SPORTS PAGE HAS AN OBITUARY SECTION

HYPER BLADE™

THE BRUTAL VELOCITY OF HOCKEY. THE LETHAL CONSEQUENCES OF MANSLAUGHTER. HYPERBLADE ISN'T JUST A MULTI-PLAYER SPORTS GAME, IT'S A GAME OF SURVIVAL. BECAUSE IF THE SPEED DOESN'T KILL YOU, YOUR OPPONENT WILL.

HYPERBLADE IS COMPATIBLE WITH MANY 3-D ACCELERATOR CARDS



THE DROME OPENS FALL '96.

AVAILABLE ON MS-DOS®/WINDOWS®95 CD-ROM.

ACTIVISION.

CHECK OUT THE PRE-GAME ACTION AT HTTP://WWW.ACTIVISION.COM.

WIZ BANG! DUNDEE

DEVELOPED BY WIZBANG! IN COLLABORATION WITH ACTIVISION.

ACTIVISION IS A REGISTERED TRADEMARK AND HYPERBLADE IS A TRADEMARK OF ACTIVISION, INC. © 1996 ACTIVISION, INC.
WIZBANG! IS A REGISTERED TRADEMARK OF WIZBANG! SOFTWARE PRODUCTIONS, INC.
ALL OTHER TRADEMARKS AND TRADE NAMES ARE THE PROPERTIES OF THEIR RESPECTIVE OWNERS. ALL RIGHTS RESERVED.

Circle Reader Service #39

Admittedly, without SimulEyes™ VR, PC gaming only requires half the equipment.



Is it you, or is your gaming missing something? If you're not playing with a pair of SimulEyes VR stereo-vision 3D glasses, you're missing plenty. Like true stereoscopic depth perception, stunning realism and, of course, that wicked adrenaline buzz you play for in the first place.

SimulEyes VR delivers it all in a pair of electronic glasses that install in seconds and transform your DOS or Windows™ multimedia PC into a wildly realistic environment for compatible 3D games. Made by StereoGraphics®, SimulEyes VR are lighter and more comfortable than head mounted displays, support multiple simultaneous users and run as fast as your graphics system can go. And all for the amazingly affordable price of just $179, including Interplay's™ best-selling Descent™: Destination Saturn and two other games.

Take advantage of all the equipment you were born with. There's only one way to get the kind of sweaty palmed, dry mouth, wide eyed excitement you crave. SimulEyes VR. This you gotta see!™



Order your pair for just $179, or get the name of the retailer nearest you by calling 1-800-SIM-EYES.

http://www.stereographics.com

SIMULEYES™ VR

Descent and Interplay are trademarks of Interplay, Inc. StereoGraphics is a registered trademark and SimulEyes is a trademark of the StereoGraphics Corporation. All other trademarks are the property of their respective owners. ©1996 StereoGraphics Corporation.

socket, and looks like a giant version of an RJ-11 modular telephone phone socket. RJ-45 connectors are usually attached to a type of cable called Unshielded Twisted Pair (UTP), and this cabling arrangement is known as RJ-45, UTP, or 10Base-T. If you want to network more than two computers using RJ-45, you'll need to connect each card to a hub, also called a concentrator, which routes signals between all units connected to it. Hubs can cost between $90 and $150. This extra expense doesn't add any functionality, so it probably makes more sense to stick to Ethernet cards with a BNC connector. Hubs do have an advantage in that adding new clients requires only that the new rig have a NIC, and a piece of UTP with RJ-45 connectors. Some NICs have both RJ-45 and BNC connectors, though most have one or the other.

Hardware needed for your DOS Ethernet network includes an Ethernet card (with a BNC connector) for each computer, one fewer BNC cables than the number of computers, BNC T-connectors for each card, and one set of 50 Ohm BNC terminators. You should be able to find all these items at any well-stocked computer store. Once you've rounded up them up, plug an Ethernet card into each computer and connect the machines together with coax. Plug a T-connector into each card, and run a coax cable from each side of the T-connector to the next computer on either side. After you've connected all the computers together, place a terminator plug on the open side of the T-connector on the two end machines (see Figure 2).

You'll have to set the I/O port address and IRQ

Net Resources On The Internet

Here's a quick guide to find information on the Internet from companies that market networking products.

Company	Product	URL
3Com	Network hardware	www.3com.com
Apexx Technologies	GameLAN network kit	www.apexxtech.com
Asante	Network hardware	www.asante.com
Linksys	Network hardware	www.linksys.com
MarcTech	Network kits for gamers	www.marctech.com
Novell	NetWare networking software	www.novell.com

These pages contain additional information on setting up game networks.

IPX PC Lan Gaming FAQ	www.comcat.com/~ansinn/lan4gamers.html
Linksys's guide to network setup	www.linksys.com/scape/howmain.htm
Multiplayer Games & Simulations Resources	www.teleport.com/~caustic/
Setting up Doom on a network	doomgate.gamers.org/docs/FAQ/doomfaq/sect1.html#8
Using IPX with Win 95's dialup networking	www.science.uwaterloo.ca/~rkpark/Info/comp/win95ipx.html



They're exactly the same, but somebody just paid $100,000 for the one on the right.

Use illegally copied software and you're committing a federal crime with fines of up to $100,000. Help your organization comply with the law by ordering our Software Management Guide. For just $80, you'll receive SPAudit for DOS and Macintosh,™ comprehensive auditing software, a video and procedures to help keep your software legal. And your record clean.

Don't copy that floppy SPA

Keep your software legal. To order, call the Software Publishers Association at 1-800-388-7478, or include credit card information or a check and send or FAX this coupon to: SPA Management Guide, P.O. Box 79237, Baltimore, MD 21279-0237, FAX (202) 223-8756.

Name
Company Title
Address
City State Zip
Phone ( ) Ext
Please send me ____ copies at $80 each. Total $_____ (DC residents add 6% sales tax)
☐Check enclosed ☐American Express ☐VISA® ☐MasterCard®
Card Number Exp. Date
Signature of Cardholder Name of Cardholder

Symantec and The Norton Utilities are trademarks of Symantec Corporation.



for each Ethernet board. Newer boards let you tweak these settings from software. The default settings for many boards are IRQ 3 (which conflicts with COM 2) and a port address of 300 (which may conflict with wavetable sound cards). Before changing these settings, you should determine which port addresses and IRQs are free. In particular, check what IRQs your sound card, internal modem, and mouse use. If you're running Windows 95, you can use the System Properties window to help determine which IRQs are in use. Usually, IRQ 10, 11, or 12 is free. Clicking the Input/Output radio button will give you a list of I/O port addresses in use. Once you've determined which IRQ and I/O addresses are free, go into DOS mode and run the board's configuration program. After you've set the IRQ and I/O addresses, the configuration program may allow you to test your hardware connection by actually sending data packets from one computer to the other. Once you're able to send packets, you're through with the hardware part of the job.

ADD DRIVERS TO TASTE

The next step is to set up and load the network drivers. Most computer games require network drivers that are compatible with Novell NetWare, currently the most popular network operating system. Novell's main protocol for sending information down the wire is called Internetwork Packet Exchange (IPX). If you look at the requirements listed on the package, you'll see that most games require an "IPX network" for multiplayer mode. The good news is that you don't have to install a complete Novell network, replete with file server, network file system, mail and all the rest. All you really need for gaming purposes are three small network driver programs, known as an IPX protocol stack and consisting of:

- LSL.COM: The Link Support Layer.
- NE2000.COM: The ODI (Open Datalink Interface) driver for your Ethernet card. (The name may be different, depending on your card. The Maxtech NIC, for example, uses a driver called NIC2000.COM or NWMLID.COM.)
- IPXODI.COM: The ODI implementation of Novell's IPX protocol.

The ODI driver file for your Ethernet card can be found on its installation disk, and you may find the other two drivers there as well. If not, you can download them in a file called VLMUP4.EXE on Novell's Web site (http://ftp.novell.com). Before you can load these drivers, you need to create a text file called NET.CFG, which provides some setup information. A sample NET.CFG file looks like this:

```
LINK DRIVER NE2000          ;The IRQ and PORT info will be used by
                              NE2000.COM
  FRAME ETHERNET_802.3      ;Common protocol all players use
  INT 12                    ;Card Interrupt
  PORT 300                  ;Card IO Address
```

Change this file to reflect your own setup. If your card uses a driver called NWMLID.COM, for example, replace the NE2000 entry with NWMLID. Be sure to place this file in the same directory as the driver programs.

Before you start your game in multiplayer mode, you must load all three of these drivers, in the exact order listed above. Suppose, for example, that your network driver files live in a directory called C:\NET and DUKE NUKEM 3D'S game files are in C:\DUKE3D. A DOS batch file to load the drivers and launch the network version of the game would look like this:

```
NETDUKE.BAT
  REM Load network drivers
C:
CD\NET
LH LSL
  REM LH loads the drivers into high memory, saving precious low memory
LH NE2000
REM Driver for your NIC (yours may be NIC2000, NRODI, etc.)
LH IPXODI
  REM Launch Duke's setup program to begin net game.
CD \DUKE3D
SETUP
  REM Unload network drivers from memory
IPXODI /U
NIC2000 /U
LSL U/
CD\
```

Once you've used this batch file to load the network drivers and the program, select NETWORK GAME from the menu. You'll see a number of settings that you can change, including:

- Player Name: Select the name you'll use in the game.
- Number of Players: Every machine should show the total number of players connected.
- Network Socket Number: This number allows you to play the game on a network that has other traffic on it. Any four-digit number will do, as long as each machine uses the same number.

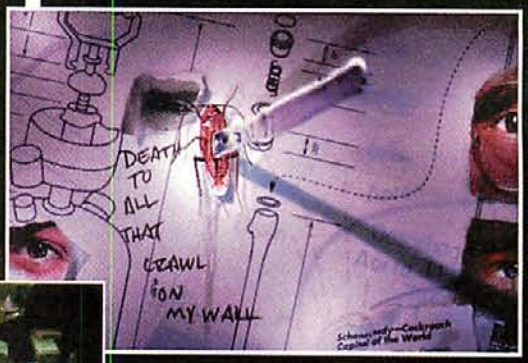
How Many Copies Do You Need?

A common question about multiplayer games is how many copies of the software are required for network play. From a technical standpoint, the full game software should be installed on every computer on the network. From a legal standpoint, the general rule is that you are required to buy one copy of the game for each rig on the network. This is true even when you can install the full game from the CD and play without having the disc in the drive. In some cases however, game manufacturers grant a more liberal license. WARCRAFT II only requires one CD for every three players, and both COMMAND AND CONQUER and WEREWOLF VS. COMMANCHE come with two CDs, requiring only one game purchase for every two players. Games that require you to have the CD in the drive when you play them, however, almost always require a separate copy for each player. So before buying a multiplayer game, check with the manufacturer to see how many copies you'll need to play legally on your game network.

SOUL SEARCH

DEVELOPED BY

pulse ENTERTAINMENT



"The year's best multimedia."
–Forbes

"★★★★★" (out of five stars)
– PC Games





"A masterpiece!"
–Rolling Stone



"Twisted humor and startling graphics.... One of the best games you'll ever play!"
–The Discovery Channel





"★★★★" (out of four stars)
"It will keep you playing for hours."
–PC Magazine

bad mojo™

THE ROACH GAME



FREE DEMO AT:

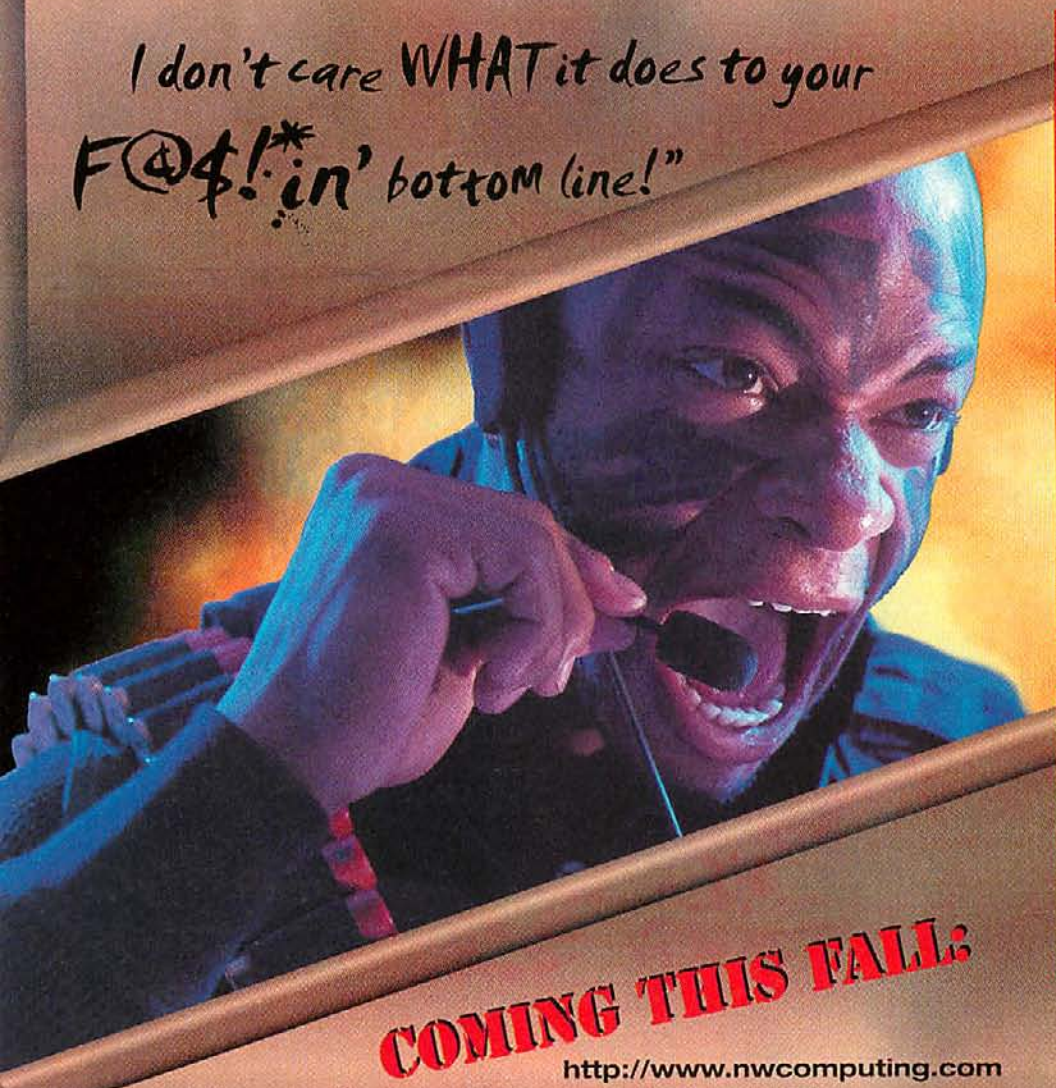
HTTP://WWW.BADMOJO.COM

VISIT YOUR LOCAL RETAIL STORE FOR A GREAT FIRST-LEVEL DEMO.

Copyright © 1996 Pulse Entertainment, Inc. Pulse Entertainment, the Pulse Entertainment logo and Bad Mojo are either registered trademarks or trademarks of Pulse Entertainment, Inc. in the United States and/or other countries. Acclaim is a registered trademark of Acclaim Entertainment, Inc. All other trademarks are those of their respective owners.

Circle Reader Service #148

"Listen you BASTARD, all HELL'S breakin' loose! Lord Salvatore and his boys have us pinned down. If I don't get SOME back-up by 03:00, your client will NEVER see his precious little angel AGAIN!!... And Johnson, I don't care WHAT it does to your F@4!*in' bottom line!"







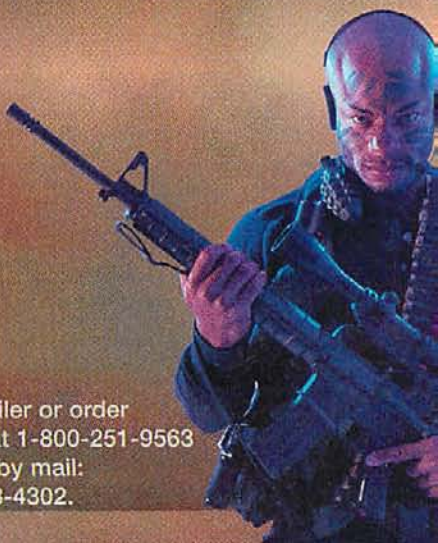


COMING THIS FALL:

http://www.nwcomputing.com

WAGES OF WAR

THE BUSINESS OF BATTLE



NEW WORLD COMPUTING, INC.

©1996 New World Computing, Inc. New World Computing, Inc. and its distinctive logo are registered logos of New World Computing, Inc. All rights reserved. IBM screens shown, actual screens may vary.

Available at your local software retailer or order direct from New World Computing at 1-800-251-9563 (818-734-9563 outside the U.S.), or by mail: P.O. Box 4302 Hollywood, CA 90078-4302.

Circle Reader Service #137

In most multiplayer games, the first player selects Create Game from the menu, and that player gets to select game options such as scenario, level, whether computer opponents will also play, etc. The other players select Join Game. When everyone has joined, the game starts, and you're ready to rock!

The basic setup described here includes just enough network software to play network games. If you want to use the network to send files from one computer to the other at hard drive speeds, you can use a fast, handy shareware program from Jackson Software called IPXFER. You can find this software, along with a complete shareware DOS network called PowerLAN, on Nick Kingham's IPX Networking Web page (http://www.ozemail.com.au/~nkingham/ipx.html).

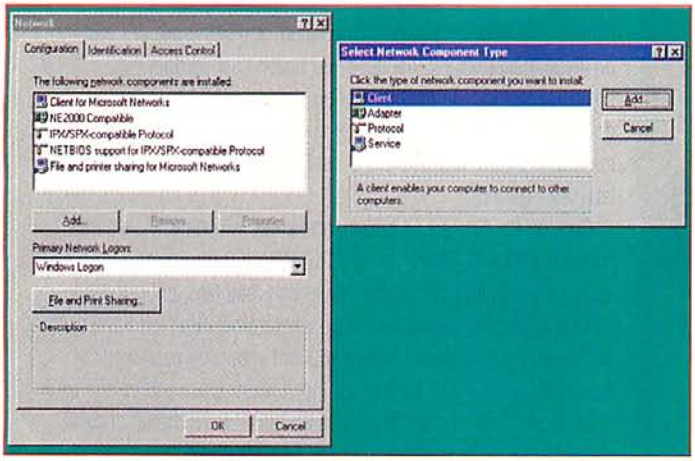


FIGURE 4 Using the Network Control Panel, you can add the four types of network components (right). When you're done, your configuration should look something like the left panel.

OH YEAH, THAT OTHER OPERATING SYSTEM...

Once you've set up a simple DOS game network, why stop there? If you're running Windows 95, you already own a complete network operating system. All you need to do to is configure the software for your network hardware. Once you've set up your peer-to-peer Win 95 network, you'll be able to run IPX network games in a Virtual DOS Machine (VDM) window, without loading DOS IPX drivers. You'll also be able to run native Windows 95 networked games, like MechWarrior 2, and DirectPlay-aware games, when they begin shipping. Most importantly, however, you'll be able to use the Windows Explorer to move entire directories from one computer to the other with drag-and-drop ease.

You can get through most of your configuration chores by clicking on the Network icon in the Control Panel. The Configuration tab of the Network window shows what network components are installed. If the NIC you installed is a Plug-and-Play device, Windows 95 may automatically detect it on startup. If not, you'll have to add a NIC driver manually, which is a pretty painless task.

Upon opening the Network Control Panel, you may find the list empty. By clicking on the Add button, however, you can add four types of network components; Client, Adapter, Protocol and Service. You'll want to add one of each. For Client, choose Microsoft as the vendor, and Client for Microsoft Networks. For Adapter, either select Have Disk, to load a driver for your Ethernet card from the installation disk, or if you have an NE2000 compatible card, select Novell/Anthem as the vendor, and NE2000 Compatible. For Protocol, select Microsoft as the vendor, and IPX/SPX Compatible Protocol. For Services, select Microsoft as the vendor, and File and printer sharing for Microsoft Networks.

After you've installed these four components, you'll need to adjust some settings. Select the Adapter entry for your Ethernet card, and click the Properties button. On the Resources tab of this window, you'll be able to select the IRQ and Port settings. Make sure that these settings match the ones you used when you configured the card from DOS. Next, select the entry for the IPX/SPX protocol, and click on Properties. On the NetBIOS tab, enable NetBIOS over IPX/SPX. NetBIOS is another network protocol, used by some networked games. Under Windows 95, you can enable multiple protocols on one card at the same time. If you have games that use Microsoft's NETBEUI protocol, or the TCP/IP protocol used on the Internet, you can enable these as well. (We'll have more on configuring TCP/IP next month in our online gaming feature.)

Finally, you should make some changes on the main network configuration window itself. Under Primary Network Logon, select Windows Logon. That way, you won't have to enter a password when you start your computer. If you want to be able to share your printers or disk drives with another machine, click on the File and Printer Sharing button, and select the appropriate check boxes. On the Identification tab, enter a name for your computer and for the workgroup. Each computer on the network should have a unique name, and all computers should have the same workgroup name. On the Access Control tab, check Share-level access control, which allows you to set up sharing from each computer, instead of from a central server. Once you've made these changes, click OK to

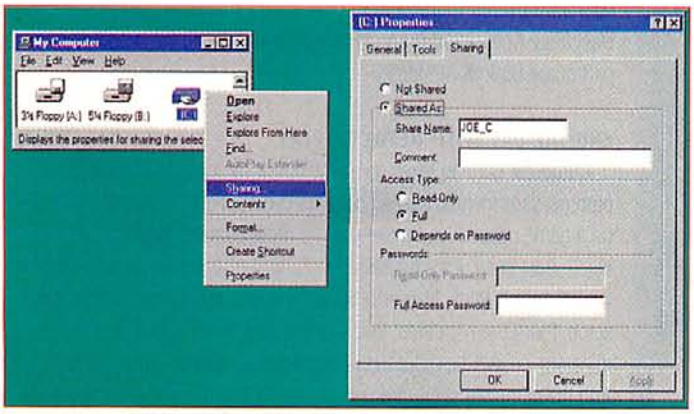
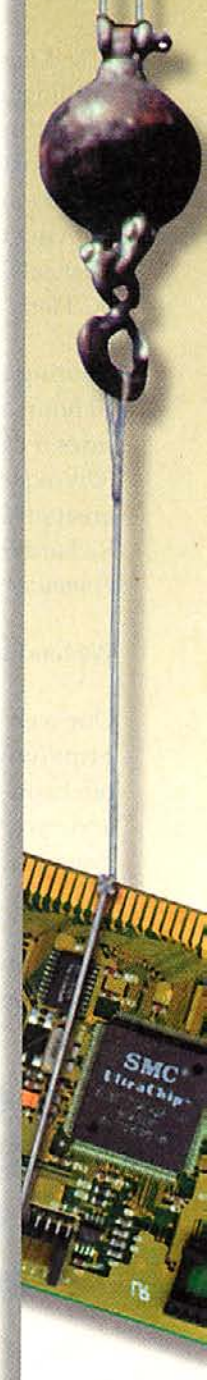


FIGURE 5 To share a drive, right-click its icon and select Sharing. This window (right) allows you to set the drive's name and access type.



And Now, a Word from our Reviewers...

"Talk about your terrific games-only on-line secret!"
Rick Raymo,
Electronic Entertainment

"*The Kingdom of Drakkar* is a thrilling, multi-player adventure...It's the closest I've come to actually becoming a swords-and-sorcery character or living out a Tolkien novel."
Michael Goodwin,
PC World

"During my more than 60 hours of play with both sides, I can sincerely say this (*Operation Market Garden*) is a great on-line war game."
Richard Savage,
Computer Gaming World

We tend to agree.

Our web site at **http://www.mpgn.com** offers on-line game tours and reviews. Plus, you can download our games directly from our web page.

Right now, you can play all of our games for only $9.95/mo.

MPG-NET℠

Multi-Player Games Network
PO Box 2340
Key West, FL 33045
Phone: (305) 296-6665
Fax: (305) 296-4692
Web site: http://www.mpgn.com

Circle Reader Service #135



exit the Network Control Panel. You'll be prompted to insert the Windows 95 Installation CD, your NIC installation disk, or both, to install the necessary drivers. When you've completed installing the drivers, you'll be prompted to restart your machine so the new settings can take effect.

Once you've set up the software on all the computers and restarted them all, the names of the various peer machines appear when you click on the Network Neighborhood icon. You won't see any resources on these machines yet, because you haven't set up any drives for sharing. To enable sharing, open up the My Computer window, and right-click on the icon of any drive you want to share. Select the Sharing item from the menu, and you'll see a Sharing properties tab (see Figure 5).

Click on the Shared As button, and enter a name in the Share Name box (like "C_Drive" or "CD-ROM"). You can also select an access type: Read-Only, where others can read files, but not delete or change important system files; Full, where others can read and write; or Depends on Password, where you can enter one password for Read-Only access and another for Full access. Once you've shared a drive, its icon will change to include an outstretched hand, and the drive will now appear when you click on your computer in the Network Neighborhood window or on its entry in the Explorer window.

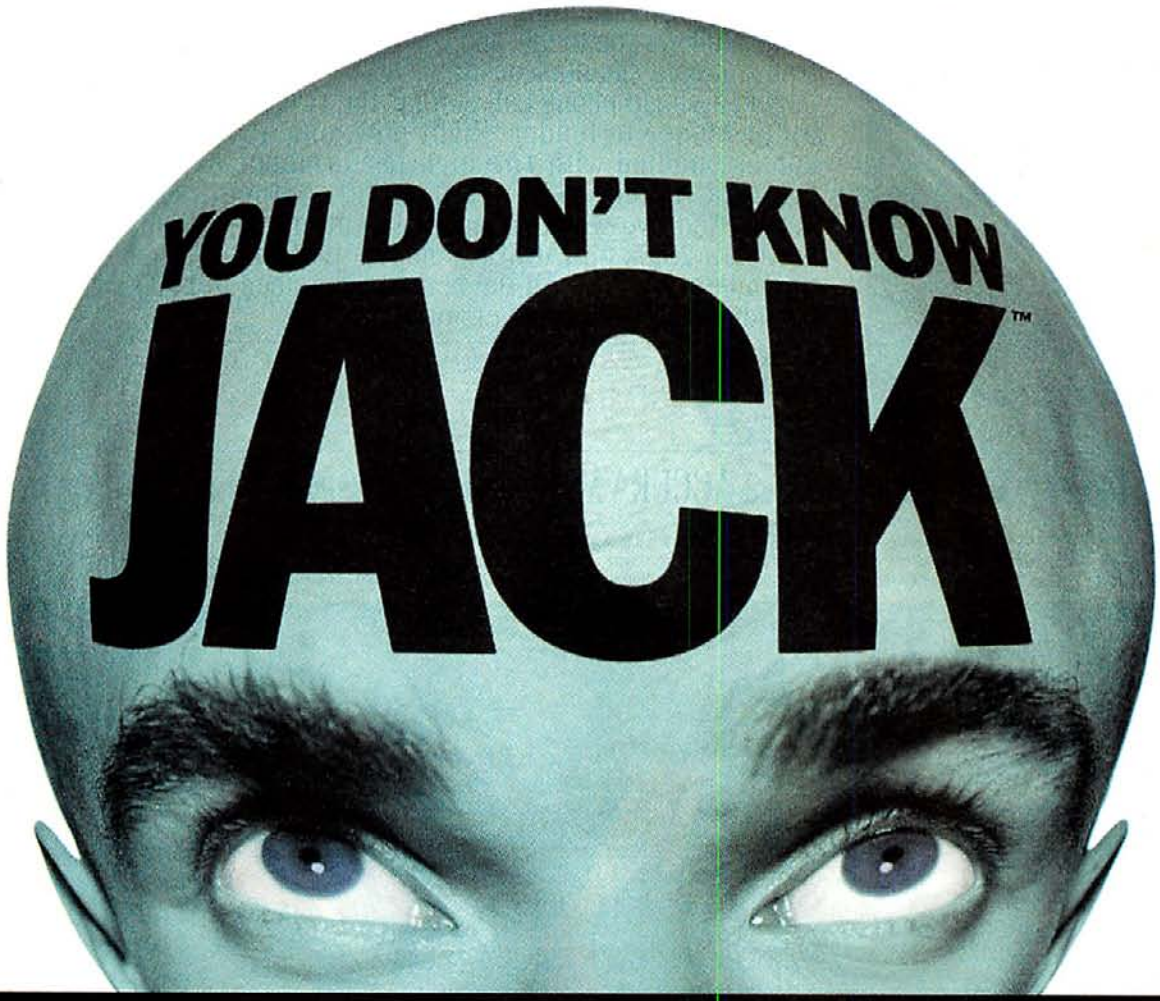
You can follow the same procedure to share CD-ROM drives and printers. Once you've set up sharing on all of your computers, you can access network drives from your programs just as you access local drives. And you can use the Explorer window to drag files or directories from one computer to the other.

If you've set up your Windows 95 network using Microsoft's IPX/SPX compatible protocol, you'll be able to play network games from a DOS window without loading IPX driver software first. This will only work if all rigs are running Windows 95. If some machines are using a DOS IPX protocol stack, they probably won't be able to communicate with the Windows 95 machines. In that case, you should reboot all the Windows 95 machines to DOS and run the same IPX driver stack on all computers. Another case where you may want to reboot to DOS is if you find your games running slower under Windows 95. Another very compelling reason to set up Windows 95's networking functionality is so you can play networked Windows 95-native games, many of which will soon be using Microsoft's DirectPlay Application Programming Interface (API), the networking part of the DirectX API family.

END THE DAY WITH NETWORK PLAY

Computer gaming takes on a whole new dimension when you can pummel your friends, instead of some cybernetic slow learner. Setting up a game network can make you the most popular gamer on your block. Best of all, it's a lot easier and cheaper to set up a game network than you think. Hardware for a complete four-computer Ethernet setup-four Ethernet cards, four T-connectors, three cables and two terminators-costs little more than four computer games, about $225. And the complete setup process shouldn't take more than a couple of hours or so. Once you've discovered how easy, fun and inexpensive network gaming is, you may wonder why you didn't set up a game net a long time ago.

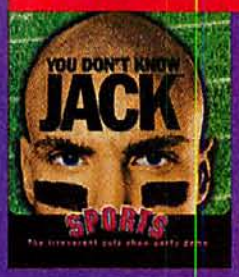
IF YOU THINK WINNING 23 AWARDS HAS GONE TO OUR HEADS:

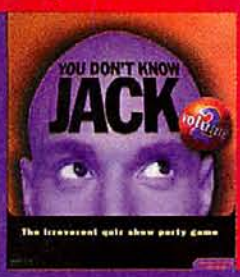


We're actually just retaining water. Besides, we didn't spend our days off resting on our laurels, we created the ever-caustic YOU DON'T KNOW JACK Volume 2, the hard-hitting YOU DON'T KNOW JACK Sports and an always fresh online version of YOU DON'T KNOW JACK. Check out our free demo at www.berksys.com, because unless we missed something, my friend, you still don't know jack.

The irreverent quiz show party game

23 AWARDS AND WE JUST GOT STARTED. SO PLAY OR GET OUT OF THE WAY.





ROCKETING INTO RETAILERS THIS FALL.

CD-ROM for Windows® 95, Windows 3.1 & Macintosh®

Jellyvision® and the Jellyvision logo are registered trademarks of Jellyvision, Inc. All text and sound © 1996 Jellyvision, Inc. The Jellyvision logo is a registered trademark of Jellyvision, Inc. Software, screen graphics, and packaging © 1996 Berkeley Systems, Inc. The Berkeley Systems logo is a registered trademark of Berkeley Systems, Inc. Microsoft and Windows are registered trademarks of Microsoft Corp. Macintosh is a registered trademark of Apple Computer, Inc.

Jellyvision®

BERKELEY SYSTEMS

SCREAM AT EACH OTHER AT THE TOP OF YOUR LUNGS AND RUN YOUR BEST BUDDY INTO THE WALL AT TURN 4.

SOUNDS LIKE FUN, HUH?

With the new ACCURA 288 DSVD Modem, you and a friend can get into some real gaming action. It's not just playing the game, it's talking the game too. Our new voice gaming modem allows you to talk and transmit data simultaneously during a single phone call so that the two of you can challenge each other fender to fender. Right now, our ACCURA Gaming Modem comes bundled with ***the*** high-performance experience-Papyrus™ NASCAR® Racing ($75 retail value). Authentic conditions. Crisp detail. And two-way playing for the ultimate challenge. Plus, you're getting a 28.8k bps ACCURA modem that's fast, reliable, easy to set up and easy to use. All the benefits you need to make online gaming an adventure you'll never forget.

$20 REBATE*



28,800 bps-Quarterdeck® InternetSuite2™ ($49 value) -Papyrus NASCAR Racing CD-ROM ($75 value)-WebTalk™ ($69 value)-Smartcom™ Message Center($99 value) & VoiceView™ Talkshop software

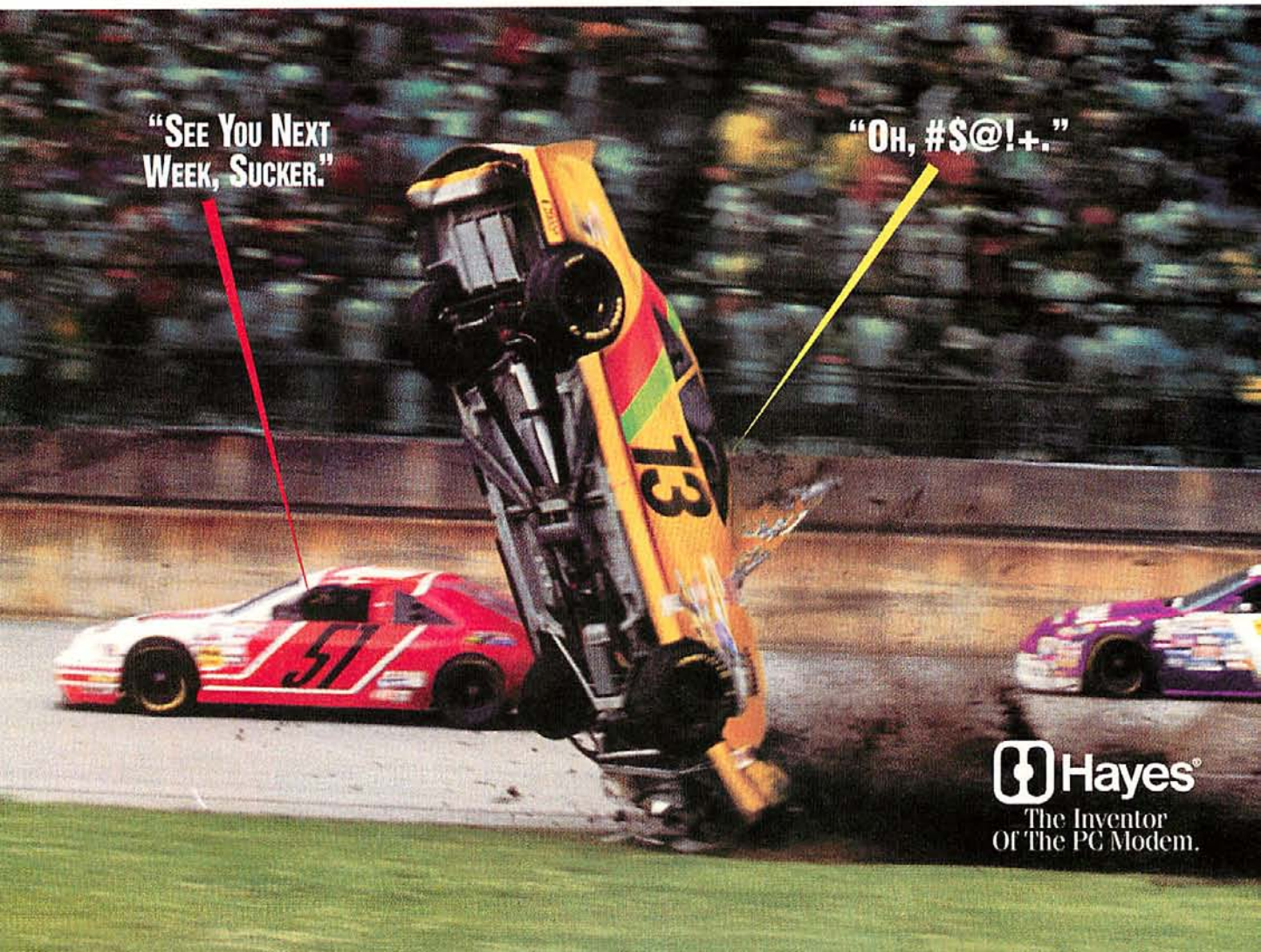


For a **FREE CD** highlighting your ACCURA Online Adventure, call 800-377-4377. For product information, call *Hayes Fax Response* at 800-HAYES-FX and select document 983. For Rebate details, call 800-649-8017.

VoiceView® TALKSHOP®

HAYES ACCURA MODEMS-YOUR PASSPORT TO GAMING ADVENTURES.

Call Hayes Online: 770-446-6336. Hayes Worldwide Web Site: http://www.hayes.com or Telnet to "hayes.com". ©1996 Hayes Microcomputer Products, Inc. P.O.Box 105203, Atlanta, GA 30348. Hayes, the Hayes icon and the Hayes logo are registered trademarks, and ACCURA and Smartcom are trademarks of Hayes Microcomputer Products, Inc. Papyrus™ and the Papyrus logo are trademarks of Papyrus Design Group, Inc. NASCAR Racing is officially licensed by NASCAR® Other trademarks and registration marks are those of their respective companies. *Applies to purchase made June 1 through August 31, 1996.



Look Ma, No LANs!

How To Play Multiplayer Games Over The Internet With Kali



Network gaming is one of the biggest technological developments of 1996. This issue, *CGW* explains how to set up a local area network (LAN) so you can take advantage of the increasing number of network-playable games. But setting up a network in your house is a complex endeavor. You need cables, network cards, multiple computers in one place and an understanding of how to get everything to work.

If that sounds insurmountable, you should know that you can play most of the same multiplayer games via the Internet. You don't need a service like DWANGO or TEN to get a good game of WARCRAFT II or COMMAND & CONQUER going between you and your far-flung friends. The majority of multiplayer games use the IPX networking protocol (a protocol is the low-level description of how the data is broken apart, transmitted over the wire and reconstructed at the other end). Popularized by Novell, IPX is a very common protocol supported by almost every PC networking card available. IPX is nice because it's relatively easy to configure by users—no worries about what your computer's address is or other arcane data. It's also mostly used on LANs, rather than the big, wide-area networks such as the Internet. The Internet uses a completely different protocol, known as TCP/IP (Transport Control Protocol/Internet Protocol), taken from the Unix world.

Let's take a closer look at the Internet, which is fast becoming the de facto method for communicating over a wide area. It's also dirt cheap these days, with a variety of large and small companies offering Internet connections with unlimited connect time for a scant 20 bucks a month (less in some cases).

ANYBODY OUT THERE?

At first blush, it seems that the Internet would be an ideal environment for multiplayer gaming—except that most multiplayer games use IPX to communicate with other computers, not TCP/IP. Into this gap stepped Jay Cotton, who wrote the original version of Kali, which ran under good old MS-DOS. But Kali wasn't an ideal solution, because you had to be able to connect to your Internet account over DOS—no mean task—and then configure Kali to talk to your DOS TCP/IP software. Although a lot of people, through sweat and swearing, managed to get the DOS version of Kali working, it wasn't a task for the faint-hearted.

> "I was able to use Kali95 to find a NETMECH game, launch NETMECH and find an active game—all with a few mouse clicks."

LAB NOTES

Scitech Display Doctor: UniVBE, from Scitech Software, has become something of a de facto standard in the game business for configuring SVGA graphics for a host of different graphics cards. Scitech Software, the creators of UniVBE, has renamed the product SciTech Display Doctor and released a new version, 5.2.

Version 5.2 has some interesting features. It supports the VESA accelerator standards (only with ATI Mach64 cards currently), enabling some acceleration capability. It also supports the VESA 2.0 linear frame buffer mode, which allows much faster access to graphics memory. Scitech has added support for a large number of new cards, including the Diamond Edge and the upcoming 3D Blaster PCI, based on the Rendition Verité chip. Both of these accelerators are pretty slow DOS performers (although the 3D Blaster is very quick at DOS SVGA resolutions); Display Doctor now makes these much more respectable performers in the DOS arena. Display Doctor was on last month's *CGW* demo disc, but you can also download it from the Scitech forum on CompuServe (GO SCITECH) or from their Web site, **http://www.scitechsoft.com**.

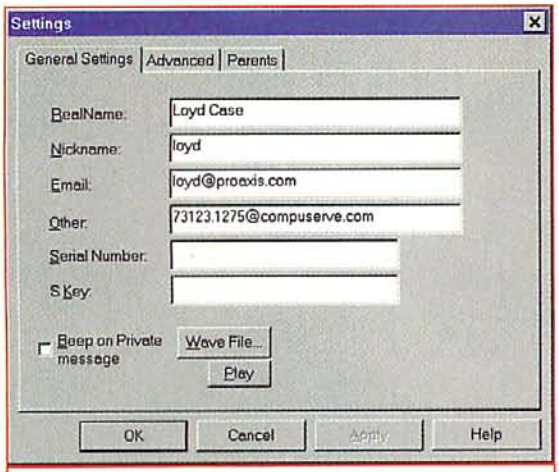


FIGURE 1 It's easy to configure Kali under Windows 95.

So what do Kali and Kali95 actually do? Simple: *Kali makes your Internet connection appear to be an IPX connection to your game.* This means that all those IPX games can now be played with a number of other users over the Internet. This is pretty heady stuff, but still not the most profound part of Kali. (Bear with me, I'll get to that soon.)

Graphical environments, such as Windows 95 and OS/2, however, make networking much easier. Most configuration is done with dialog boxes and pop-up menus. So a graphical version of Kali was written–Kali95. (Despite its name, Kali95 also runs under OS/2–but not Windows NT currently).

The current version of Kali95 is labeled 0.9, and is "pre-beta"–but when I ran it under Windows 95, it was very stable. And it's radically different than Kali for DOS. Perhaps the single most important feature of Kali95 is how you connect. Let's explore a typical Kali95 session.

The first thing you do is configure Kali95 as shown in Figure 1.

Kali95 is shareware, but will only run for 15 minutes at a time unless you buy a license (a measly 20 bucks, and well worth it). You give the Kali folks your credit card number, and they e-mail a serial number and S Key back to you. Enter your name, e-mail account, the serial number and S number into the appropriate boxes, click on OK and Kali95 is configured. Since Kali connects to your standard Internet account, that's all you need to do to set it up. Of course, you may want to launch your network-playable games with one click, so Kali95 has a game configuration screen like the one in Figure 2. You can have up to five games automatically configured to run under the Kali95 menu.

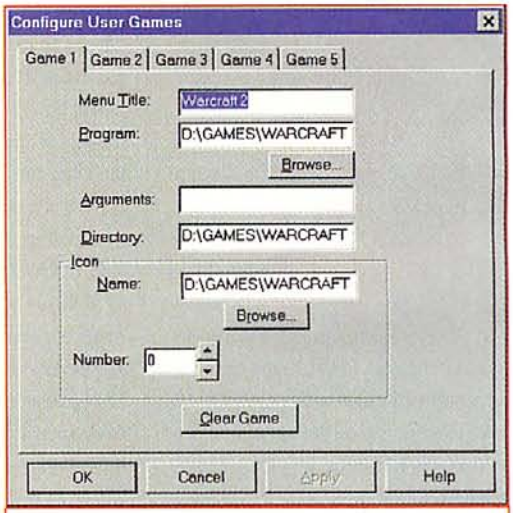


FIGURE 2 You can have up to five games automatically configured to run under the Kali95 menu.

The next step is to connect to your Internet provider. There are a number of ways to do this, but the easiest by far is through the Windows 95 dial-up connection. At any rate, once you are connected to your Internet service provider, you then run Kali95 (Figure 3).

Note that Kali95 works quite well with DOS games, not just Windows 95 games. I was able to get Blizzard's WARCRAFT 2 and Activision's DOS NETMECH running under Kali95 without a hitch.

NETTECH PROFUNDITY

Now let's get to the profound part. I pull down the Server menu and click on Connect, which gives me a screen that looks like Figure 4.

This screen is the heart and soul of Kali95 and represents the future of network gaming. It's not the fact that it's Kali that's important, or even the protocol that matters. It's how the user finds the game. All you do is click on a server name (the Kali server list is periodically uploaded to your Kali setup) and click OK to connect. Better yet, let's say you're itching to climb in a battlemech and find a NETMECH session. You run down the server list, click on a server name and then click on the button Query Games. Up pops up a list in the main Kali95 window that looks something like Figure 5.

Now you can see how many players are on that server, what games are active and the IP addresses. You can pop up a chat window and try to communicate with one of the players to see if you can join the game–or you can simply launch

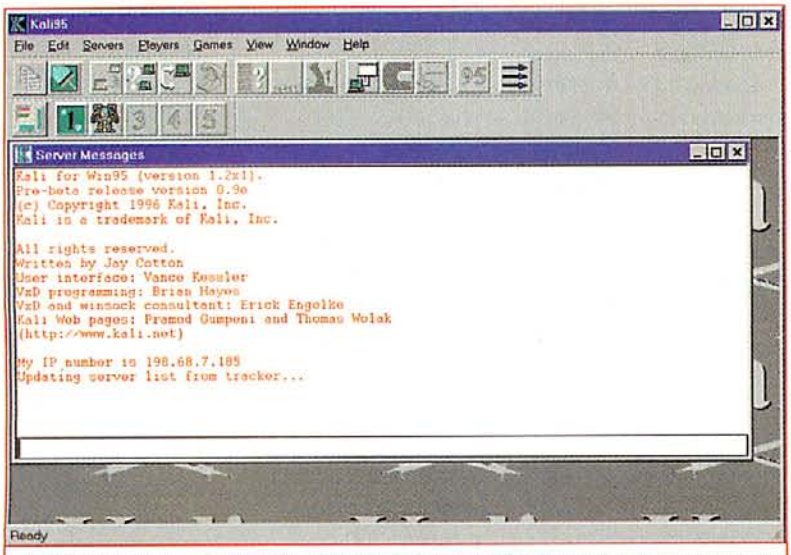


FIGURE 3 Kali's front-end is easily navigated, including five shortcut buttons to instantly launch network games.

HEARING AIDS FOR THE GAMING IMPAIRED.



The speakers that came with your computer are fine when you're creating reports and spreadsheets. But when it comes to playing games, your speakers don't cut it. Our ACS55 three piece Dolby® Multimedia Surround Sound Speaker System is an integration of hardware and software that will revolutionize your gaming audio.

Satellite drivers fire multidirectional gaming audio for true surround sound. Combined with Dolby circuitry and our 30 watt subwoofer, you'll hear game sounds that will twist your head around. And our ACS55 system has WaveCube™ software for real time steering of your game's sound and TrueSound wavetable software for real and multidimensional sound. You can actually control it. Every game sound. Loud and clear.

Your games have sounds intended to amaze your ears. Don't let your computer speakers get in the way.

For more information on the ACS55, call 1-800-648-6663 Multimedia Division, Altec Lansing Technologies, Inc. Milford PA 18337
http://www.altecmm.com

ALTEC LANSING MULTIMEDIA®

©1996 Altec Lansing Technologies, Inc. Dolby® and the double-D symbol are trademarks of Dolby Laboratories Corp.

Circle Reader Service #52

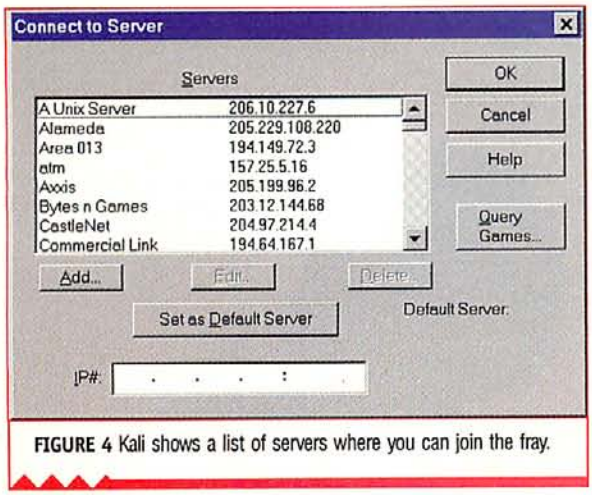


FIGURE 4 Kali shows a list of servers where you can join the fray.

the game and try to join. (By the way, a 28.8 Kbps modem or faster is a must for good response time.) Since NETMECH has a nice shell to set up games, I was able to use Kali95 to find a NETMECH game, launch NETMECH and find an active game–all with a few mouse clicks. It was one of the most profound gaming experiences I've had in a long time.

ARE YOU BEING SERVED?

OK, now what if you want to simply play some network games with your buddies, and not worry about other strangers popping into your game? Easy–Kali95 has a server mode. All you need to do is communicate your IP address to the other players in the game, put Kali into server mode, and now your friends can link up with your game through their versions of Kali95.

In many ways Kali and Kali95 represent the egalitarian spirit so common over the Internet. There are dozens of Kali servers around the world. Many Kali servers are being implemented as an adjunct service by Internet service providers (ISPs), and are free (except for the standard ISP monthly fee, of course). And with Kali95, Kali has become incredibly easy to use.

A number of companies are sprouting up as paid services to host network games–companies like the Total Entertainment Network, Dwango and so on. But with Kali95, all you need is an Internet connection–so the paid services will have to offer some significant added value. It's much like the situation that CompuServe and America Online now find themselves in with regard to the Internet. It'll be interesting to see which of these online gaming services will be left standing after the initial shakeout, especially with a powerful, readily available network gaming tool like Kali out there.

How do you get Kali95? You get it by downloading it off the Internet, of course. The official Kali home page is **http://www.axxis.com/kali/getkali.html.** Be sure to send in your $20, and I'll see you on the Net.

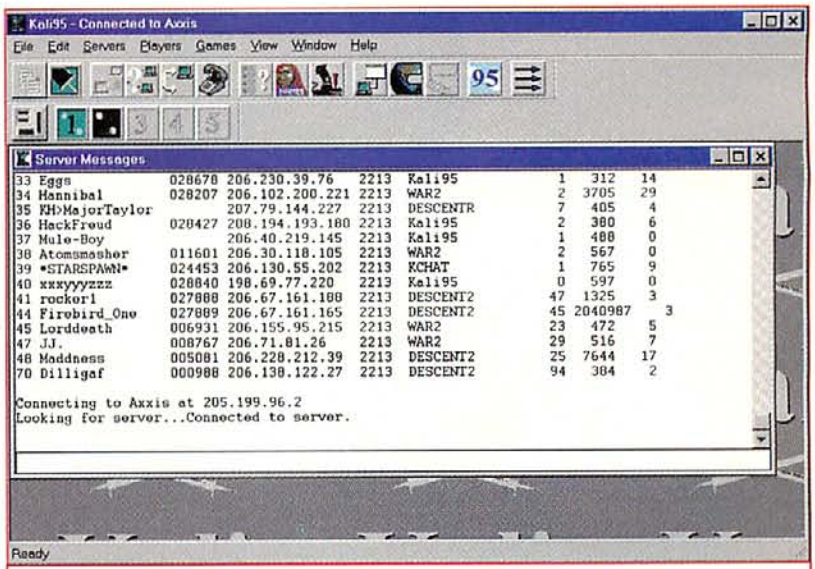


FIGURE 5 The main window shows you Kali servers and, in some cases, what games are playing on them.

CG TIPS!

▶High-Res for LONGBOW with an ATI Mach 64 Card: The ATI Mach 64 graphics cards (Xpression, Pro Turbo and others) do not support the VESA 2.0 SVGA graphics standards. However, if you use Univbe 5.1a or 5.2, you may still not see 640x480 as an option. The key is to run Univbe with the -r option (i.e., UNIVBE -r). This disables low-res modes for Univbe so you can run LONGBOW at 640x480–better have a *really* fast Pentium, though.

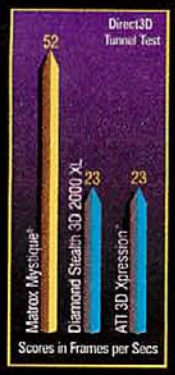
▶ High-Res Quake: The shareware release of QUAKE has some odd features, like the arcane console mode used to set up certain game commands. To enable any resolution higher than the default 320x200, you need to run the console. (Press the tilde key (~) while in the game, or press Esc, then choose Options, then Console from the menu.) Type "VID_DESCRIBEMODES" at the Console prompt. This will give you a list of the supported graphics modes. All systems should support modes 1 through 10 (320x200 up to 360x480). However, you either need native VESA 2.0 support for your graphics card or an external driver (such as Univbe) to run at high resolutions.

Once you know which mode you'll be running the game in, you can type VID_MODE <mode number> or put the command in QUAKE's configuration file (which is in the ID1 directory).

Introducing

WICKEDLY FAST MIND-BLOWING 3D

MATROX MYSTIQUE



From the people who brought you MGA Millennium, the world's favorite graphics accelerator, comes the next wave of graphics innovation for your home PC.

Discover the new *Matrox Mystique*. At last you can experience truly immersive, wickedly fast 3D game play with all the high resolutions and color depths you've come to expect.

With *Matrox Mystique's* lightning fast 3D texture mapping engine, you can finally accelerate the avalanche of Direct 3D games coming to market. You'll also get the world's fastest DOS game play with its 32-bit VGA core.

Immerse yourself in no-compromise 3D game performance with up to 30+ frames per second at full screen and in realistic colors. That's twice as fast as the competition's 3D *decelerators*. And for the ultimate gaming solution, add on *Matrox Rainbow Runner Video* to play your PC games right on your big screen TV!

More than just another 3D game accelerator, *Matrox Mystique* integrates blazing fast Windows, video and DOS acceleration into a single board for the most complete 3D entertainment and multimedia solution.

Make obsolescense a thing of the past. Add more memory for 4 MB of gaming power or enhance your video performance by adding on the *Matrox Rainbow Runner* series of video upgrades.

Video features include hardware MPEG playback. Grabbing still video frames from your VCR or video camera. And watching TV on your PC.

So don't settle for the competition's 3D toys. Transform your home PC into a complete 3D entertainment and multimedia system with *Matrox Mystique*. Starting at only $199 (ESP 2 MB, PCI bus).



FREE GAME BUNDLE*

SCORCHED PLANET

THUNDER TRUCK Rally

MECHWARRIOR 2 31ST CENTURY COMBAT

matrox

1-800-362-9349 http://www.matrox.com/mga

Matrox Graphics Inc. 1025 St. Regis Blvd. Dorval, Quebec, Canada, H9P 2T4 Tel: 514-969-6320 Fax: 514-969-6363 In Quebec, call: 514 969 6330. *Retail version only

3D performance test conducted by Matrox Graphics Inc. on a Gateway P5-166 configured with Intel P5-166MHz, 16MB of EDO RAM with 256k cache, Matrox Mystique, Diamond Stealth 3D 2000 XL and ATI 3D Xpression were configured with 2 MB of memory for the PCI bus using driver release 3.10, 4.02.012 and 2.22 respectively for Windows 95 and driver release 1.00.022, 4.02.00.1096 and 4.02.00.1096 respectively for Direct3D. 3D test run at 640 x 480 resolution for Matrox Mystique and ATI 3D Xpression and at 512 x 384 for Diamond Stealth 3D 2000 XL at 16 bits per pixel based on Gouraud shaded, perspective correct textured point sampled, 16 bits per pixel color, filtered rendering polygons.

nice guys don't finish last.



Circle Reader Service #85


Sure, there are cheaper PC, Mac, and 3DO™ game controllers. But if you're ready to get serious, you need the high-quality, built-to-play-rough peripherals from CH Products.
When you're ready to get serious, you're ready.
Our joysticks, throttles, flight yokes, rudder pedals, and other controllers are born in the USA, and made to take the heat of any battle, race or game you throw their way. So put on your game face, get down to your computer dealer and grab the game controllers made for serious players.
FlightStick Pro (PC Mac & 3DO)
FlightStick
CH Pedals (PC & Mac*)
Pro Pedals
F-16 FighterStick (PC & Mac*)
F-16 CombatStick
F-16 FlightStick
Pro Throttle (PC & Mac*)
CH Throttle
Virtual Pilot Pro (PC & Mac*)
Virtual Pilot
Trackball Pro (PC & Mac)
Jetstick (PC & Mac)
Gamecard 3 Automatic
*Coming soon.
Visit our web site!
http://www.chproducts.com
CH PRODUCTS
970 Park Center Drive Vista, CA 92083
Phone 619 598 2518 • Fax 619 598 2524
http://www.chproducts.com
America OnLine: CHProducts@aol.com
CompuServe: Go GAMEDPUB
Circle Reader Service #60
CH Products are available at American TV • Babbages • Best Buy • Circuit City • CompUSA • Computer City • Computerware • Egghead Software • Electronics Boutique • Elek-Tek • Fry's Electronics • The Good Guys • Incredible Universe • Infotel • J&R Computer World • JetStream • Lechmere • Media Play • Micro Center • Nobody Beats the Wiz • Office Max • Ricom Electronics LTD • Software Etc. • Susteen, Inc. • Ultimate Electronics • Wal-Mart

Looks To Kill

The First Rendition-Based 3D Accelerator Packs Some Power

by Dave Salvator

SNEAK PREVIEW
PRODUCT STILL IN DEVELOPMENT

We got a sneak peek at Creative Labs' PCI 3D Blaster in development, and though some rough edges remained, we were encouraged by what we saw. The 3D Blaster is the first graphics accelerator to incorporate the Rendition Verité chip, which may prove to be this year's hottest all-in-one 2D/3D, Windows/DOS accelerator chip.

The PCI 3D Blaster will ship with a relatively healthy 4 MB of EDO DRAM. Curiously, Creative has decided *not* to ship a 2 MB version of the board, opting instead for the greater texture storage and onboard Z-buffering 4 MB allows.

Creative plans to ship the product by mid-September, though no pricing information was available at press time. Given that 3D board vendors are aiming for the $150-$250 sweet-spot, and given Creative's *very* aggressive pricing on their other graphics boards, we guesstimate the price will be somewhere around $250-$275.

While the exact software bundle had not yet been determined, it will include accelerated versions of REBEL MOON, and BATTLE ARENA TOSHINDEN. We were able to see TOSHINDEN, and it looked much better than the unaccelerated PC version, with a smoother overall frame rate. Both titles were ported to Creative Labs' Creative Graphics Library (CGL), a 3D-rendering application programming interface (API) that Creative developed before Microsoft announced their Direct3D API. Despite Direct3D's arrival, Creative plans to support CGL on all future versions of 3D Blaster. PCI 3D Blaster will be Direct3D and DirectDraw compatible, and will also run titles written to Rendition's Speedy-3D API.

We saw a Rendition-accelerated version of id's QTEST some months ago, and were impressed by the extra scene detail the Rendition chip delivered. id will most likely deliver a hardware-accelerated version of QUAKE for the Rendition chip first, and Creative's PCI 3D Blaster will be able to run this enhanced version.

IT'S THE GAMES, STUPID

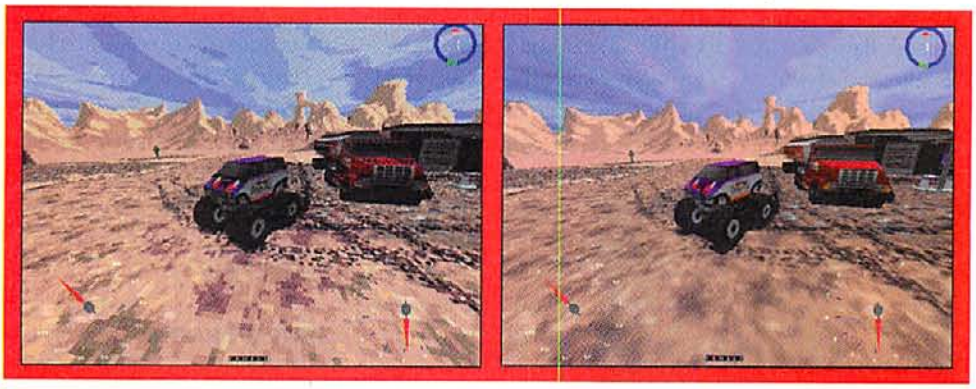
Of the games that Creative had up and running on this work in progress, the most impressive was Looking Glass's FLIGHT UNLIMITED, written to CGL for the VL-Bus version of 3D Blaster. Though FLIGHT UNLIMITED looked less than stellar on the VLB version, it looked very good running on PCI 3D Blaster with all rendering features enabled at a frame size of 640x400. What was particularly striking was the ground detail. No, not crashing into it, but its level of detail and lack of warping thanks to the 3D Blaster's perspective correction. Also gone was the "ratcheting" effect that sometimes occurs when the frame rate goes south.

Another CGL-based title we saw was ACTUASOCCER, the European version of Interplay's VR SOCCER. While the game has its own limitations (see our review last issue), the overall rendering quality was much improved, with the field smoothed by Blaster's bilinear filtering and the frame rate remaining consistently smooth.

In the Direct3D arena, again Blaster looked good coming out of the gate. Microsoft's MONSTER TRUCK MADNESS and HELLBENDER both ran very well. As the screen shots here show, the 3D Blaster smoothes the "blocky" effect with its bilinear filtering, and the trucks don't get "warped" thanks to perspective correction.

Because Blaster is VESA 2.0 compatible out of the box, we ran DUKE NUKEM 3D at 800x600 sans the UniVBE driver normally needed to run in this mode. Here again, the frame rate stayed quick and responsive, even when several monsters came into view.

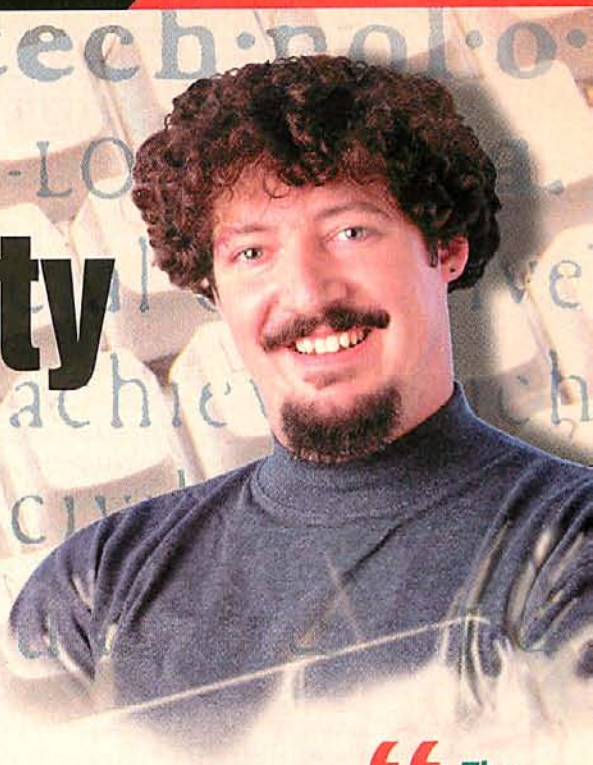
There was a crash or two, but again we were seeing a work in progress. All told, what we saw looked very encouraging, and what's more encouraging is that Direct3D's arrival means many more 3D titles in the works that should boogie on the Blaster. When all the parts are in place, we'll give the 3D Blaster a full shakedown and let you know what we find. Stay tuned.



TAKE THE 3D CHALLENGE The accelerated version of MONSTER TRUCK MADNESS (right) shows how the PCI 3D Blaster smooths textures and corrects image perspective. The Blaster's acceleration also keeps the frame rate fast and fluid.

Digital Synchronicity

Exploring The First-Person Multiplayer Experience



A first-person action game just isn't worth its salt today if it can't handle the nuances of multiplay. Just a few years ago, when multiple-player capabilities were introduced into the venerable DOOM, they were considered esoteric. But then the floodgates opened. Since then countless games have surfaced that allow play between 2 to 16 players.

In all honesty, though, the percentage of players who participate in network gaming is still fairly low. The lion's share of gamers still go mano-a-mano with a buddy via Ma Bell and a trusty modem. LAN play has been limited to the corporate sector (after hours or during those long, luscious days when the boss is away) or the college realm. Day by day, though, that is changing. More and more of us are plugging in, via our modems, to the Internet, and we've discovered that a network of networks permits some tremendous play opportunities.

THE FOUNDATION OF QUAKE

When QUAKE was in its infancy, the word *multiplayer* was already part of its design bedrock. Several years ago, when CGW paid a visit to id Software, there was much talk about how QUAKE would take advantage of the Internet. Reality forced id to scale back many of their initial aspirations (such as allowing you to FTP from within the game or allowing you to join a game regardless of whether it was on a local computer or a server 6,000 miles away), but multiplayer capability survived.



DEATHMATCH MAN If you haven't played multiplayer, you haven't played QUAKE, says id's networking programmer John Cash.

Players can work together to solve the levels, or they can simply go nailgun to nailgun in a race to create the largest pile of severed heads. Not surprisingly (a testament to our beastly heritage, no doubt), most of us prefer the more aggressive, less cooperative form of mayhem.

John Cash joined id to craft the multiplayer and networking portions of the QUAKE code. When he began work on the game, the design was still rough—no platforms, doors or weapons. "There was not much meat to speak of at that time," reflects Cash, "just a 3-D world and a player made out of a couple of cubes."

"Personally, I think that people haven't played QUAKE until they've tried multiplayer," Cash says. "The monsters are pretty tough, but they just can't compare to a live opponent. People make it so much more fun because they are so unpredictable."

SERVE THE MASTER

When you begin a QUAKE game, you are telling your computer to do one of two things: set itself up as a game server or go out into the digital world and look for a server that's already running QUAKE. Even in a single-player game, QUAKE sets up your PC as a game server. "We've tried to keep the technology out of the way of people who just want to play a game," says Cash.

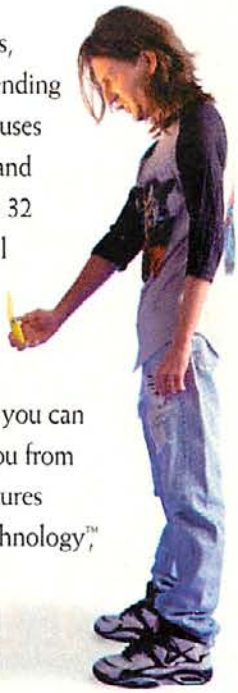
QUAKE uses a client-server multiplayer system as opposed to the peer-to-peer, or shared-state, method employed in DOOM.

"The lion's share of multiplay gamers still go mano-a-mano with a buddy via Ma Bell and a modem. Day by day though, that's changing."

A breakthrough in sound so real, your PC will have its own groupies.



Systems, the professional audio experts, inside your PC. It delivers the mind-bending realism of wave-table synthesis–which uses actual recordings of real sound effects and musical instruments. And it plays up to 32 notes simultaneously, adding new detail and richness to your favorite games and software.



AWE 32 is the first sound card that supports 3D Positional Audio™, so you can hear those dueling guitars coming at you from different places in the room. It also features Creative's 3D Stereo Enhancement Technology™, which makes your whole system sound richer and more powerful. (Our apologies to the neighbors.)

Our downloadable SoundFont® technology lets you add new sounds and instruments to your card. Add up to 28 MB of memory to create your own audio library. We even included a microphone and software for recording music and sound effects. And, of course, the AWE 32 is fully Plug and Play and works with Windows® 95, Windows 3.1 and DOS. So installation is a no brainer.

The crowd keeps growing until they have your house surrounded.

Then the chanting begins. "A-W-E...A-W-E...A-W-E."

It seems that Sound Blaster® AWE 32™ PnP is the first sound card to develop its own cult following. That's because it makes every other sound card seem like a blast from the past.

The AWE 32 puts professional sound technology from E-mu®

Check out our new line of Sound Blaster® Speakers, sold separately at your local dealer.



Want to complete your multimedia dream system? Pick up the new Blaster CD™ 8x CD-ROM and Sound Blaster Speakers too, at your nearest Creative Labs dealer. But take along your bodyguard, in case the groupies get carried away.

Sound Blaster AWE32 PnP. Hear What You've Been Missing



www.creativelabs.com

CREATIVE®
CREATIVE LABS, INC.

For more information call our Faxback Service at 405-372-5227 or Customer Service at 800-998-5227 x135. © 1996 Creative Technology Ltd. All rights reserved. Sound Blaster and the Creative Labs logo are registered trademarks of Creative Technology Ltd. Sound Blaster AWE32, E-mu 3D Positional Audio and Creative 3D Stereo Enhancement Technology are trademarks of Creative Technology Ltd. SoundFont is a registered trademark of E-mu Systems, Inc. Windows is a registered trademark of Microsoft Corporation. Specifications are subject to change without notice.



THE SPEED DEMON

In the 3rd Dimension, Faster is Better. Compare these power systems to our SPEED DEMON! All have 16MB EDO RAM, 2GB+ hard drive, 17" monitor, 8X CD-ROM, wavetable audio, subwoofer speaker system and Microsoft Windows 95.

	Zephyr	Falcon	Gateway	Zephyr ADVANTAGES
Video	Diamond Stealth 3D	STB	Matrox Millenium	Smooth 3D acceleration and MPEG
WinMark 96	28.4	22.7	24.7	25% faster than Falcon; 15% faster than Gateway
Processor	Intel 200 MHz.	Intel 166 MHz.	Intel 200 MHz.	Fastest Intel Pentium processor
Power & Data Protection	UPStart	none	none	Automatic System Recovery from Power Blackout
Modem with fax	U.S. Robotics 33.6	none	none	The performance leader for fast internet access for gaming or business!
Joystick	Your Choice	CH Products	Gravis	Get the grip you want on your games!
Price	$3,950	$4,888	$3,999	FASTER! MORE ACCESSORIES! LESS EXPENSIVE!

Like a lightning flash, this system delivers smooth 3D animation and communications. We use only the finest components, and offer a world-class 3 year warranty!

Check out our www page at:
http://ourworld.compuserve.com/homepages/zephyr_computer_corporation

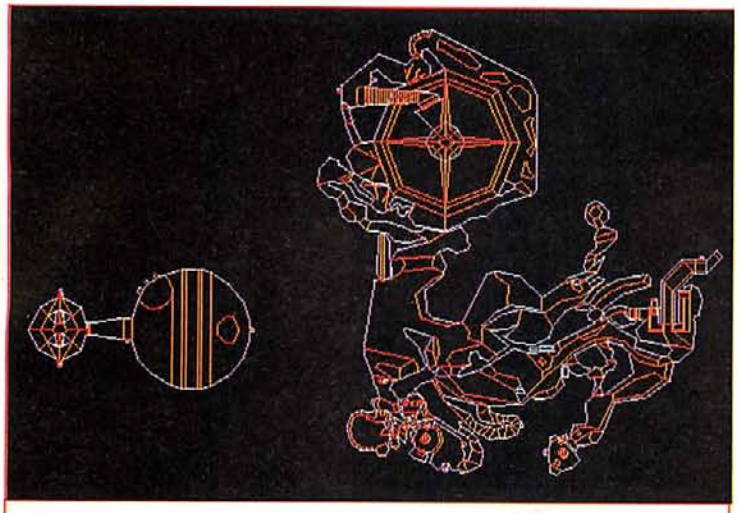
Lightning speed - Not the only **Zephyr** *advantage*

Zephyr 1-800-448-8806
Fax 214-363-4707

VISA MasterCard AMERICAN EXPRESS

The Intel Inside logo and Pentium are registered trademarks of Intel Corporation.
Microsoft and the Windows logo are registered trademarks of Microsoft Corporation.
Id Software and Doom II are registered trademarks of id Software Corporation.

Design by The Gray Group 214•250-2400
Circle Reader Service #288



TOO BIG FOR MULTIPLAY? E1L5, the Abyss, from DUKE NUKEM 3D, shows an interesting way to set up a huge level for multiplay. Weapons and health are concentrated at each end of the level, with special multiplay teleporters allowing players to zip back and forth without getting bogged down in the maze.

In DOOM, information was constantly sent back and forth between all the computers in a given game. At any given moment, the "game world" in all the players' PCs would be nearly identical. Essentially, each PC was running the game fully, by sending out information and processing the inputs from all the other players.

In some more arcane, dedicated multiplayer simulators, such as those used for military training, the peer-to-peer system is much more refined. Using a technique known as dead reckoning, the individual peers estimate the position of the other players in the environment, thereby cutting down on network traffic.

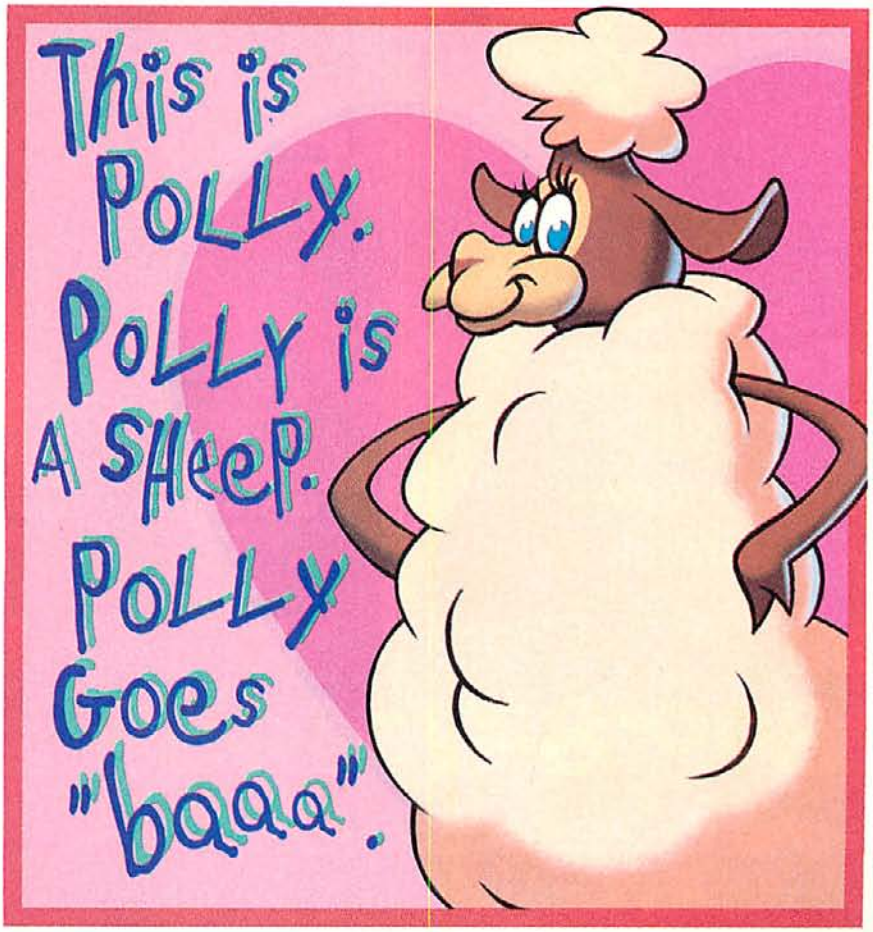
"We tried several variations on dead reckoning and were not able to find one that we were satisfied with," Cash says. "Although it's fine in many cases, the speed at which things change in QUAKE and the six degrees of freedom in movement cause dead reckoning to mispredict things by way too large a margin."

QUAKE uses a client-server approach, so that only one PC, the game server, has a grasp of the entire game world. The server is generally the fastest computer in a LAN setup, or is a dedicated server for an online game experience. The clients are the PCs participating in the game. They send packets of data up to the server for processing and redistribution, which contain information about the player's actions: movement, changes in heading (and facing, since you can side-step without changing your facing), and weapons firing. Chat messages also travel to the server, as well as administrative information like player name and uniform colors.

The server responds by sending information that shows players what's happening in the game world: creation of a new entities (such as a bullet, a new player or a teleporter flash), sounds, items that are picked up, a door opening, etc.

DATA-JAM

"If you have eight people blasting away at each other in a small area, this can be a fair amount of data," says Cash. This quantity of data can add up to a real problem when you consider play over the Internet. The primary concern of designers is dealing with the latency of an Internet-based game. Any multiplayer game, whether it uses a direct link, a LAN or the Internet, must be able to handle the varying amount of time needed to get information from the client to the server and back to the client. This latency problem becomes magnified if you are playing



POWER UP!



- **PLAY** to win.
- **SUBSCRIBE** to save.

Here's the move that'll blow'em away:

Call 1-800-827-4450

And grab the rock-bottom rate other gamers would virtually die for!

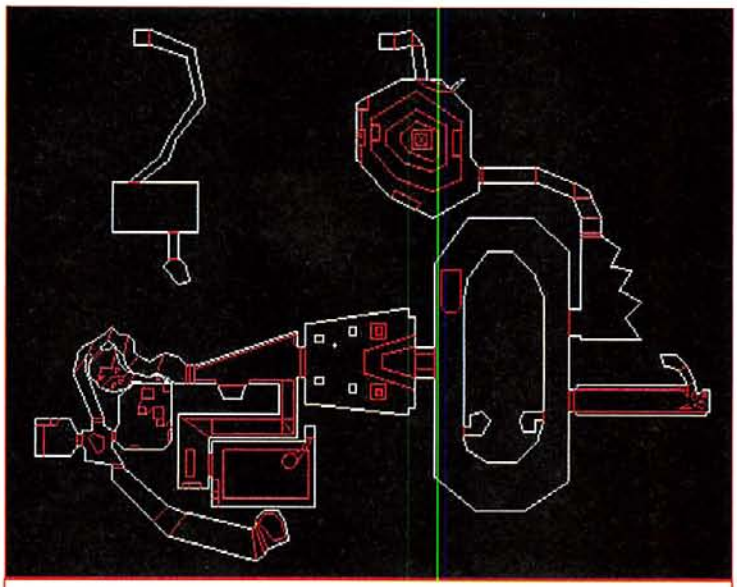
via the Internet and you use a modem to connect to your service provider.

With round-trip data-travel times of 120 to 300 milliseconds, the server can process only several input changes each second, which is a significant limitation with a fluid action game such as QUAKE.

"Latency problems can be avoided for quite a few things," Cash says, "but there are unavoidable cases where you have to grin and bear it. The Internet is also extremely variable. It's one great big resource being shared by millions of people so there's no such thing as a constant [data flow]."

One advantage of QUAKE'S client-server design is that the game server can better handle the latency variances of the players. The server keeps the game running at top speed rather than slowing gameplay to the lowest common denominator—as happened in DOOM.

"If Player 1 has a low-quality Internet service provider and is getting really rotten play," says Cash, "it does not affect Players 2 and 3—other than to give them a slow-moving target. The game goes on."



THINK IN CIRCUITS This DUKE Level I design follows Gray's simple rules. The level features several circuits that are quick to traverse. A great trick in DUKE is to use underwater sections to connect distant reaches of the level.

DUKE OF DESIGN

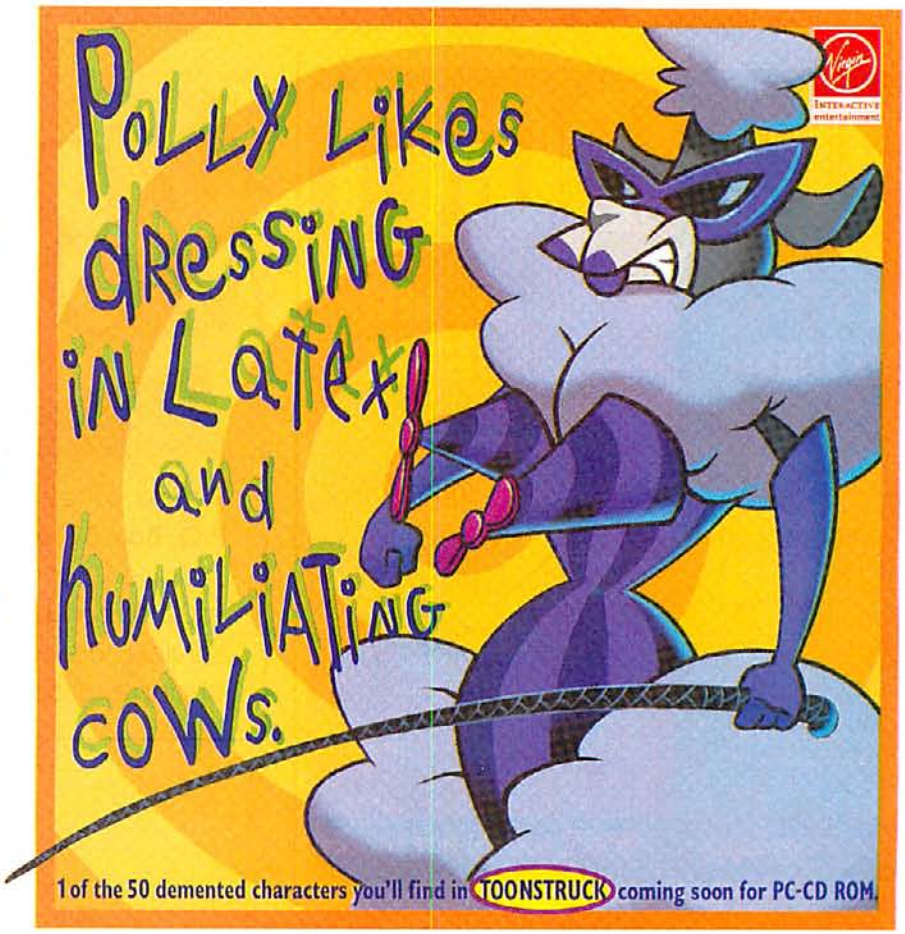
Multiplayer action games are a harmonious blend of two elements: the nuts and bolts of network communication and the less tangible elements of design that allow a shared experience to become truly enthralling.

"Multiplay is definitely the long-term value in a game," says 3D Realms' Richard Gray (otherwise known simply as the Levelord). "It keeps the game alive."

> **"You can't create a single level that's great for single play and multiplay alike. The two are almost diametrically opposed."**
>
> *—Richard Gray, 3D Realms*

Gray spends a large chunk of his new life (since retiring from the military as a software engineer for jet fighters) working on levels for DUKE NUKEM 3D.

"For two years, 16 hours a day, seven days a week, I've been in a little room



Circle Reader Service #239

PAUL SCHUYTEMA

Duke Nukem Multiplay Commandments

Richard Gray, the Levelord, offers these three pearls of wisdom to those designing their own Dukematch DUKE NUKEM levels:

1. "Always watch out for your frame rate. Remember that most people are still playing on 486s. A subset of that rule is KIS: Keep It Simple. Don't go crazy with too many textures. Keep to your theme."

2. "Keep your levels small. Make it so that any two players can find each other within a minute. If you think in terms of shapes, then consider a circle as the best template for your multiplay level. Running at full speed, you should be able to grab all of the weapons and ammo in the circuit, and run into the other player, within a minute."

3. "Come up with a cool idea. Most of those, for me, come from cool movies, or a lot of times I dream stuff."

working on DUKE," confesses Gray. "I've been pretty much doing nothing for the last eight weeks but staring at a wall and giggling.

"You can't create a single level that's great for single play and multiplay alike," Gray cautions. "The two are almost diametrically opposed."

A single-player level tends to be larger and offer a more serpentine path, with the emphasis placed on exploration. Single-player levels also present the player with a "critical path," which takes them from lesser monsters and weapons up through larger and more fearsome foes.

A multiple-player level doesn't benefit from the same type of design. The levels need to be small and the weapons need to be balanced, so that skill and excitement are always present. Weapons and health must be separated.

Another mandate of 3D Realms is that every nook and cranny must be accessible to players. A pseudo-exception of that rule is a siege area, in which a region has a wealth of health and weapons that a player can seize and attempt to hold against an onslaught of other players.

"There really weren't any siege setups in DUKE," says Gray, "but we might put some in the add-on pack. That's my favorite. I love trying to keep command of the area, or to storm the bunker."

Gray is a little guarded about his opinion of QUAKE. "I'm sort of sitting back and watching," Gray says. "I mean, do you want to be on the cutting edge like that? There are so many limits, like the small maps, and the palette that's been cut down to a quarter, and the limited polygon counts on the monsters...Or do you want to hang back and work with a technology that delivers the best gameplay? I'd take sprites any day if they can give me an exciting play experience."

While 3D Realms' Gray and id's Cash may not see eye to eye on QUAKE, they do share one sentiment common to both games. "I have a single rule," says Cash, "Make it fun. If it's not fun, nothing else matters."

DO

CALL TO SUBSCRIBE TODAY!

Every month COMPUTER LIFE is packed with answers, clear-cut information, practical tips and how-to's — everything you need to wring more power and pleasure from your machine.

To stay on top of it all you've got to subscribe to it.

So call today. It's a better deal at a better price — FREE software, too — when you subscribe to COMPUTER LIFE!

FREE BONUS SOFTWARE WHEN YOU CALL!

DON'T

MISS THE NEXT COMPUTER LIFE!



CALL 1-800-926-1578

All you DO is call to subscribe.

DON'T miss the FREE software!

MOVING?

Please write to: **Computer Gaming World, P.O. Box 57167, Boulder, CO 80322-7167.** Include your mailing label from a recent issue or call **1-800-827-4450** for faster service. Please allow up to 60 days for change of address to take place.



JUST BECAUSE IT'S ONLY A GAME DOESN'T MEAN YOUR HEAD HAS TO BELIEVE IT.



INTRODUCING THE FIRST VR GLASSES THAT GO TO YOUR HEAD. VIRTUAL i-glasses! GIVE YOU MEGA BIG SCREEN ACTION AND THE FREEDOM TO LOOK IN ANY DIRECTION YOUR HEAD CAN DREAM UP. SCREEN SHOTS ARE FROM OCEAN'S EF2000, THE HOTTEST NEW HEAD TRACKED COMBAT FLIGHT SIM. **FEATURES: RAPID RESPONSE HEAD TRACKING** IMMERSIVE BIG SCREEN **SUPPORTED BY MORE PC GAMES THAN ANY OTHER VR PRODUCT** NO INTERNAL CARD NECESSARY **WINNER OF EVERY VIRTUAL REALITY PRODUCT AWARD** 3-D STEREO CAPABLE **LIGHTWEIGHT ERGONOMIC DESIGN** SPATIALIZED AUDIO **VPC & VR PRO MODELS AVAILABLE** STARTING AT $499



HURRY UP AND HEAD OUT TO YOUR NEAREST **COMPUSA** OR CONTACT VIRTUAL i-O AT 1-800-646-3759 OR http://www.vio.com.

VIRTUAL i-glasses!™

YOU HAVEN'T SEEN THIS BEFORE™

Circle Reader Service #275

©1996 Virtual i-O. All Rights Reserved. Virtual i-O and Virtual i-glasses! vpc & vr pro are trademarks of Virtual i-O, Inc.
©1995 Ocean of America, Inc. © 1995 Digital Image Design. All trademarks are the property of their respective owners.

The Beast Within™

Game of the Year

Computer Gaming World

AWARDS

1996 Game of the Year
Computer Gaming World

Editor's Choice
PC Gamer

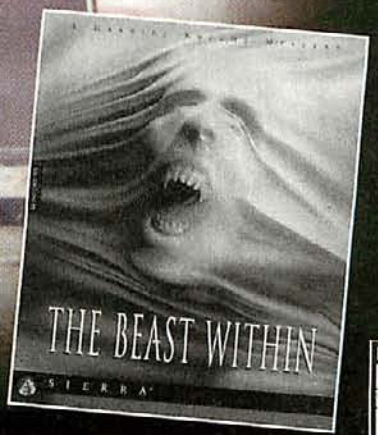
Golden Triad Award
Computer Game Review

Adventure Game of the Year
Strategy Plus



Gabriel Knight® *has done it again. From the over 4,000 games released this year,* **Computer Gaming World** *has awarded* **The Beast Within™** *the coveted* **Game of the Year** *award for 1996. As with its popular predecessor,* **Gabriel Knight: Sins of the Fathers®** *(winner of the CGW 1994 Game of the Year award), Jane Jensen has created a terrifying masterpiece of suspense and intrigue.*

For more information call 1-800-757-7707, visit www.sierra.com or see your local software dealer. Now available for PC and Mac.



©1996 Sierra On-Line, Inc. ® and/or TM designate trademarks of, or licensed to Sierra On-Line, Inc. All rights reserved.

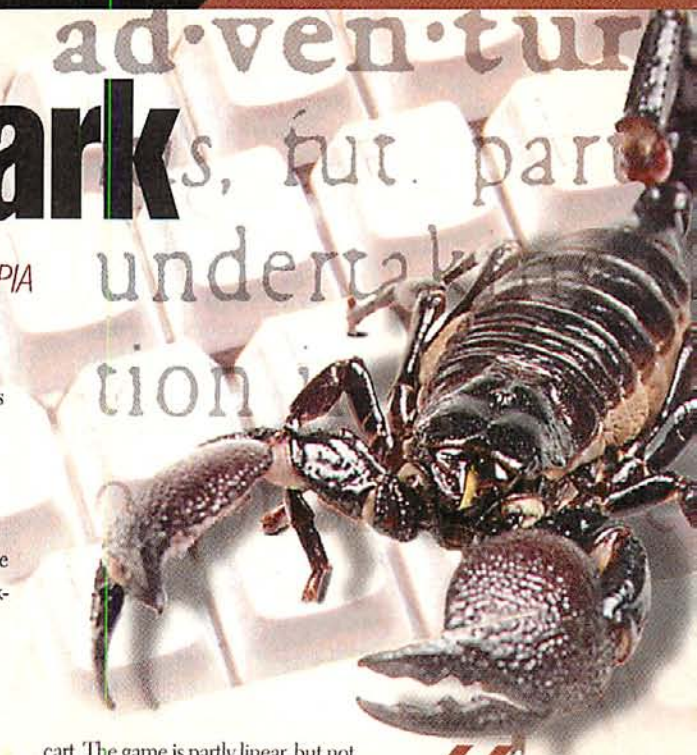
Circle Reader Service #300

SIERRA®

MATURE
M

Jurassic Lark

Scorpia Roams With The Dinosaurs in DINOTOPIA



Turner Interactive's DINOTOPIA, based on the books *Dinotopia* and *The World Beneath* by James Gurney, is set on an uncharted island, where dinosaurs are intelligent and live side by side with humans. Unlike most adventure games these days, the story is rather modest. You're not out to retrieve secret plans, catch a serial killer or save the universe. As Nathan, survivor of a shipwreck, you just want to be reunited with your sister Constance, who washed up somewhere else on the island. The game thus revolves around Nathan's efforts to find her, with a little help from both humans and dinos.

Everything in DINOTOPIA is very simple, which is not surprising, as this is a family-oriented product, aimed primarily at kids, although certainly playable by adults. The atmosphere is nonthreatening; the dinosaurs generally have a "cute" look to them; there is no strong language, violence or sexual matters; and Nathan is never in any really dangerous situations.

MAKING TRACKS

DINOTOPIA's interface can only be described as minimalist. At the start, there are only two cursor icons: a hand for picking things up, manipulating objects and talking to people; and dinosaur tracks for moving Nathan around the world. Later in the game, Nathan gains a dino companion, Atrick, and a third icon, an eye, becomes available. When the eye is clicked on an object or person, Atrick might comment on it, providing clues or information. Items are stored in a scrollable inventory box on the lower left of the screen, while at the bottom center is a picture of the island that you use to travel to new locations.

In keeping with its kid-oriented focus, most of DINOTOPIA's puzzles are not hard to solve, and there aren't, in fact, many of them. Each location typically has one, or sometimes two, important things to do. For instance, the vital activity at the beginning is learning the language of Dinotopia, after which Nathan is able to travel around part of the island by dino cart. The game is partly linear, but not strictly so. Nathan can go to any available location at any time, so backtracking to, for example, a previous town to pick up a missed item is no problem.

DINOTOPIA ran cleanly on my system; it never crashed, froze, locked up or exhibited bizarre graphics. There was one place where I ran into something that might be a bug (more on that shortly). Sound quality, however, was not all that good. The digital voice recordings were done at a very low level. Even with the volume bar at maximum for sound and minimum for music, I still had to turn up the volume on my speakers, the first time this has ever been necessary for a game with internal volume controls.

> "This isn't so much a game as a Dinotopia travelogue."

CRYSTAL BALL

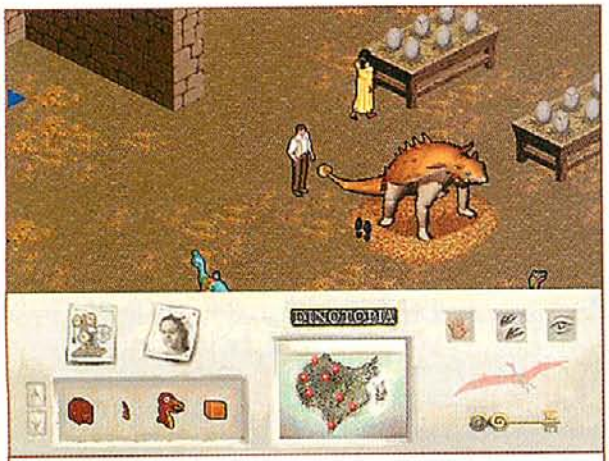
- Computer AD&D fans will have to wait a while for the first official AD&D role-playing game after SSI's DEATHKEEP. Interplay is working on two AD&D games, both of which have yet to be named, set for release in late 1997. The first will be set in Forgotten Realms and the second in the Planescape universe.
- After the success of BURIED IN TIME, Presto Studios has teamed up with Broderbund to publish the third game in the series, tentatively entitled JOURNEYMAN PROJECT 3. Presto has been working on the story for several months, and they've added staff to beef up their strategy of highly polished photorealistic graphics, good story, tough puzzles and a first-person perspective. This game also won't be released until the end of next year.
- If you're depressed that Bullfrog's THE INDESTRUCTIBLES may be another year away—and you're really desperate—you should know that Inverse Ink has teamed with DC Comics to bring Superman and Batman to CD-ROM. No word on whether they have the guts to electronically publish Frank Miller's classic graphic novel *The Dark Knight Returns*.
- Her Interactive, flushed by the success of MCKENZIE & Co. has announced that their next game will be the VAMPIRE DIARIES. You bite, girl!

The speech itself was uneven in playback. Sometimes, it came through clearly; other times, there was a lot of stuttering and skipping, making it very hard to hear what people or dinos were saying. For instance, the voice of the smith in Pumice Town played smoothly, with no breaks, whereas the speech of the two dinos who pulled the cart was only partly understandable. There was no reason I could discern for these differences, but it was certainly annoying, the more so as there is no option for text.

This sound quality, by the way, was with native Gravis support. Unlike too many other products these days, DINOTOPIA has drivers for a wide range of sound cards, which at least puts the game in reach of a greater number of players. You don't have to worry about "Sound Blaster and 100% compatibles only."

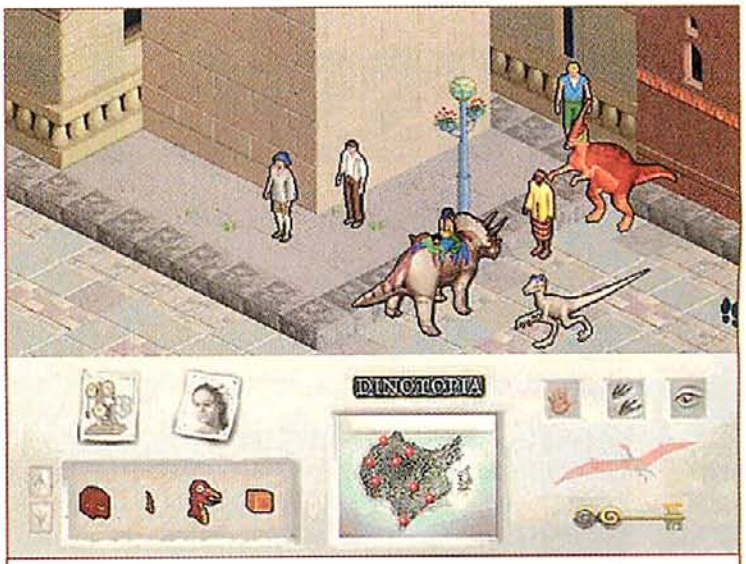
YOU TALKIN' TO ME?

One of the things I found irritating in the game was the lack of conversation—there are only monologues. Nathan himself, the star character, never speaks. When you click on someone, that person says something, and that's that. I often had the feeling that Nathan was being lectured to instead of talking to people.



A LITTLE PRIVACY, PLEASE! We don't know what this dinosaur is doing—and we don't want to know.

The place where there might be a transient bug is at the cliffs. Here Nathan has to jump off at the right moment and land on the back of a flying dino called a Skybax. The first time through the game, everything went fine (not counting the many jumps I made to get the timing right). However, in my second pass through the game, the Skybax simply didn't move. Nathan dropped down the cliffside, while the dino remained, unmoving, at the far right.



SPARE CHANGE? In DINOTOPIA, people and dinosaurs walk the streets together.

This was extremely puzzling, since I had done all the correct actions to bring the creature over, and repeated plays and restores didn't help. However, when I booted up the game fresh the next day, and restored the position, everything worked perfectly the first try. The Skybax flew over, Nathan landed on its back, and that was that. So if you have similar problems, you may want to try exiting the game, rebooting your system and then running the game again to see if that helps.

There are also parts of DINOTOPIA that are incredibly tedious. When you reach Alpine, you have to visit a monastery at the top of a mountain. So you go up the mountain. And up. And up. And...well, you get the idea. It appears to go on forever, with nothing to see except snow and pine trees, no one to talk to and nothing to do but walk on.

The desert is much the same way. Here you have to lead a blind dino back home. Of course, you don't know where that home is, so you begin trudging across the sands. As with the mountain, there isn't much to see or do, and since this is a large area, walking around takes a long time. And because you don't want to lose the dino by going too quickly, you have to move slowly.

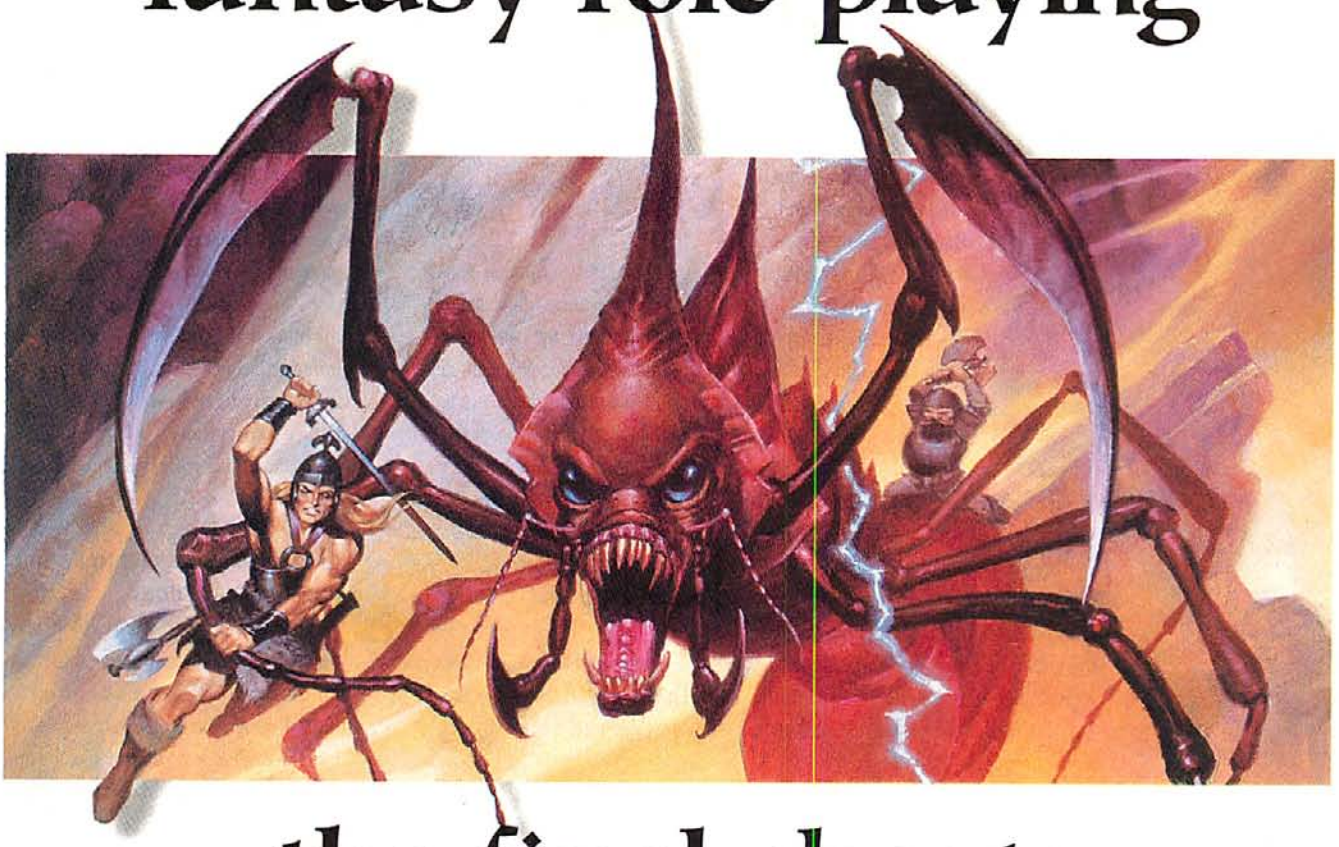
In real life, mountains may be tall and deserts large, but this is a game. Putting in wide expanses of essentially nothing does not add to fun or playability; it simply makes for a boring time.

My general impression is that this isn't so much a game but a Dinotopia travelogue. A good deal of the world is mainly backdrop and window dressing. Waterfall City, for instance, has a lot of buildings, but only three that can be entered. The rest exist just to make the city look like a city. Only a few of the characters are relevant to the story; the majority either have nothing to say or make some inconsequential remark that may shed some light on Dinotopia generally but otherwise doesn't mean a lot.

KID STUFF

Overall, DINOTOPIA, with its emphasis on exploration, easy puzzles, simple interface and generally laid-back atmosphere is most suitable for the young novice gamer who has little or no experience with adventures. Veteran gamers, and kids who have already played the likes of RIPPER or PHANTASMAGORIA, may find this one too simple, and a bit dull.

From the people who wrote the book on fantasy role-playing



...the final chapter.

It's here! The talented team that brought you the multi award-winning Star Trail has done it again! Shadows Over Riva leads you through the twists and turns of the most innovative and realistic role-playing adventure ever written. *"Yards of detail and depth is precisely what sets the Arkania games apart from the competition"*, says PC Gamer magazine.

Shadows Over Riva is the stunning climax of the popular Realms of Arkania trilogy you have been waiting for. The full 360° 3D technology – combined with fully digitized music, speech and soundtrack features – will capture your imagination like nothing before.

This is it! The fantasy role-playing adventure that goes beyond your wildest expectations. This is... *"the final chapter"*.

Coming soon to your favorite retail outlet, or call (800) 447-1230









PO Box 245, Ogdensburg, NY 13669 Tel: (315) 393-6633 www.sir-tech.com

Realms of Arkania ® is a registered trademark of Sirtech Software, Inc. Shadows over Riva application software copyright © 1996 by Attic Entertainment Software GmbH and Fantasy Productions GmbH.

SIRTECH
World Class Entertainment

Impossible Mission?

Scorpia Disavows Any Problems In Defusing MISSION CRITICAL

So here we are, coming out of another dry summer, and looking forward to all those Christmas releases that usually begin showing up around now. How many will actually make it to the shelves before year's end? Your guess is as good as mine. Personally, I never believe a game exists until it's in my hot little claws. That's the critical factor for me.

And speaking of critical....MISSION CRITICAL is one of the better things Legend has done in recent times (even if the game itself isn't very hard). There's a logical (if grim) reason for being alone on a spaceship that's in big trouble, and since it *is* in trouble, let's get right to it.

After watching the extensive opening movie, which explains why you're here and why the ship is in the condition it is, you begin the game standing in a corridor of the abandoned *Lexington*, with nothing but a note from the captain in your pocket. This is a good time to read it and follow the directions.

I Feel A Draft

If you're having trouble finding things in MISSION CRITICAL, keep in mind that the game progresses very logically. In addition to the usual puzzles, there are important audio and visual clues. For example, you can find the hull breach on deck 2 simply by listening to the breeze. As the noise level goes up, you're getting closer; as it recedes, you are losing the trail.

ANOTHER DAY AT THE OFFICE

You can then listen to Tran's recorded message about the state of the ship. Let's see: There's a hull puncture on deck 2, the reactor is heading for meltdown, and the main computer is offline. Aside from that, everything is more or less OK. While time seems to be precious here, you do have more than is apparent. There's no need to be too nervous about the situation, but on the other hand, you don't want to dawdle too much, either. Fixing the hull puncture is the first order of business, if only to reduce the noise level (heh). This is a simple matter, once you get your hands on the patch kit.

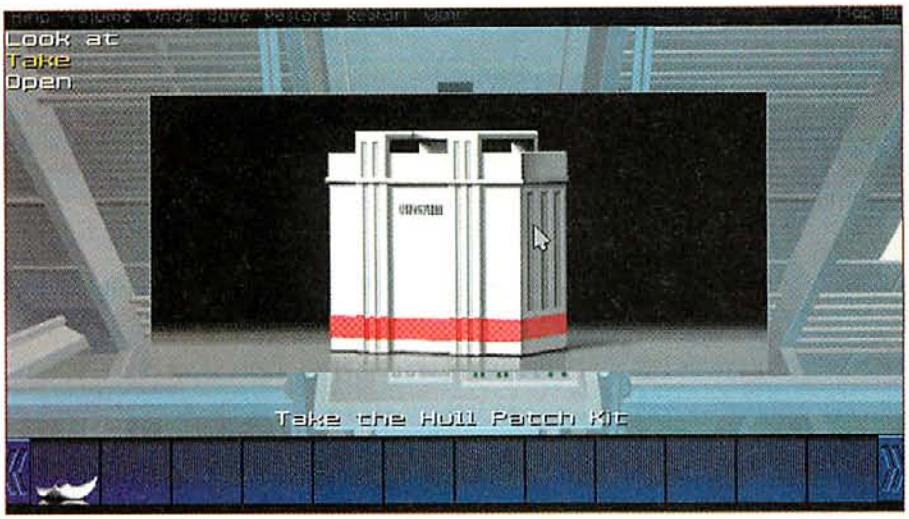
RADIATION LEAKS CAN MAKE YOU PULL YOUR HAIR OUT

Then you can begin making your way down to Engineering to work on the reactor. Go down one deck at a time (skip deck 4, which has nothing accessible), looking in all rooms you can, picking up everything you can, and remembering to open any storage cabinets you come across. As far as I could tell, there is no limit to what you can have in inventory.

You won't be able to make it directly to Engineering; there's a leak in the system and the elevator won't go down there. That means you have to reach the deck the hard way, by going through the maintenance corridors from Reactor Spaces. There's radiation in some of those corridors, too, and you don't have a radiation suit. So we'll hope you do have something else that will guide you along a safe path to Engineering. (Once you fix the reactor, you can take the elevator back up.)

Dealing with the reactor is a simple matter. You only need to position the gates so the coolant from the backup tank flows in a complete circuit through the reactor core. Just remember that this is a manual backup system, so the tank has to be physically opened first.

Now that the ship is safe (for the



IS IT STUFFY IN HERE? The first order of business is to fix the hull breach before explosive decompression occurs. You'll find the hull patch kit in the emergency stores cabinet above the computer terminal on deck 2.

THE CRITICS CAN'T ESCAPE THE SPELL...

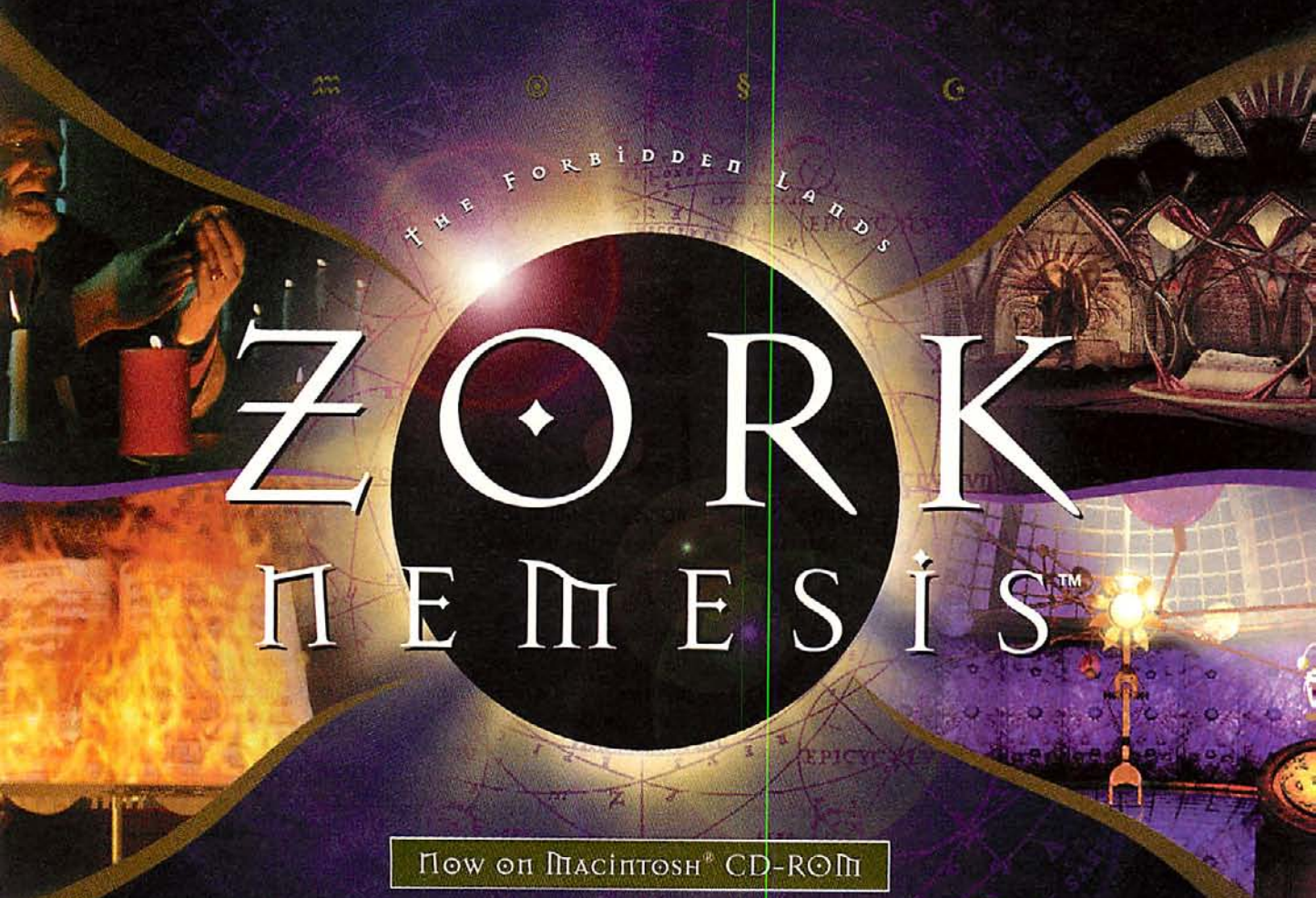
"IT MAKES MYST LOOK LIKE A WORD JUMBLE."
NEWSWEEK

"3-D GRAPHICS THAT MAKE THE WORLDS OF MYST LOOK LIKE LEGO-LAND."
COMPUTER LIFE

"ZORK NEMESIS IS A BRILLIANT EXAMPLE OF WHAT AN ADVENTURE GAME SHOULD BE."
PC ENTERTAINMENT/GAMES

"I CAN'T OVEREMPHASIZE HOW SPECTACULAR ZORK NEMESIS LOOKS."
CD-ROM TODAY

"ALTHOUGH IT'S SURE TO RECEIVE PLENTY OF COMPARISON TO MYST, IT'S IN A CLASS ALL ITS OWN."
PC GAMER



Now on Macintosh® CD-ROM

Also available on MS-DOS®/Windows® 95 CD-ROM

Dare visit http://www.activision.com

ACTIVISION®

Activision and Zork are registered trademarks and Zork Nemesis is a trademark of Activision, Inc. © 1996 Activision, Inc. All rights reserved. All other trademarks and trade names are the properties of their respective holders.

Circle Reader Service #36



VCR 2000 Unlike most games, the video segments here are important–especially the advice Commander Tran gives you. Check the clips to find clues about the reactor and check again after you get the computer back online.

moment), you can head back up to deck 5 and the main computer room. Passing the wreckage should be no problem (because you did all that looking around on the way down to Engineering, right?). However, Mr. Miura put a code lock on the computer room door. That might stump you for a little while, but the answer is as easy as pie.

Rebooting the system is easy, too, and then you get the last message from Tran. It seems the repair work isn't finished yet; now you have to fix the TCS communications dish so you can get in touch with your superiors. They didn't tell you about days like this when they appointed you supply officer.

The dish isn't an urgent problem, though, and you can leave that for the moment. This is the time to consider the material you picked up or saw in the various officers' rooms. Especially the room of the person who, from all evidence, was a spy or traitor working for the other side.

THERMONUCLEAR WEAPONS CAN WRECK YOUR DAY

Uh oh. There's a bomb somewhere on the Lexington. I'll bet it's armed and counting down to detonation, too. Finding this nefarious device has just become a top priority. Luckily, you don't have to run all over the ship looking for it. A moment's thought should tell you there is a rather obvious place for the bomb. Consider where you found the info and the key.

OK, now all the major problems have finally been dealt with. Whew! If you haven't done so yet, take a little time for a nice, long chat with the computer. With the main system back up, you have access to a lot of information, some of it vital.

When you're done with that, the TCS dish awaits. Unfortunately, the last of one of the spare parts you need has already been taken. Fortunately, it is easy enough to get, as you should know where to look for it. The real stumper is the fact that the vac suit down in the shuttle bay has no air supply. This makes doing an EVA a trifle difficult. Good thing there's a cutting solution to this obstacle.



IT TAKES A THIEF After the ship is safe, don't be squeamish about grabbing clues and running. The captain's log is interesting but not really helpful. The crew manifest is essential, however, for access codes.

ACROSS THE GREAT DIVIDE

Once you're suited up, you can depressurize and head to the great outdoors, as it were. Reaching the dish (you won't fall off the ship hull) and making the necessary repairs is simple. Happily, this is the very last of damage control that you need to do.

Before contacting Erebus, let's find out what's in that safe in Dahl's room. You have what you need to bypass the retinal scanner by now; you only have to select the correct pattern. Initially, this may seem hard, but it isn't. The spy's mind moved in obvious ways.

After clearing out the safe's contents, you can finally contact Admiral Decker at Erebus. This requires setting up a link through a number of relay satellites. There were 12 in my setup (counting Erebus as the last one); it may be possible to do it with less.

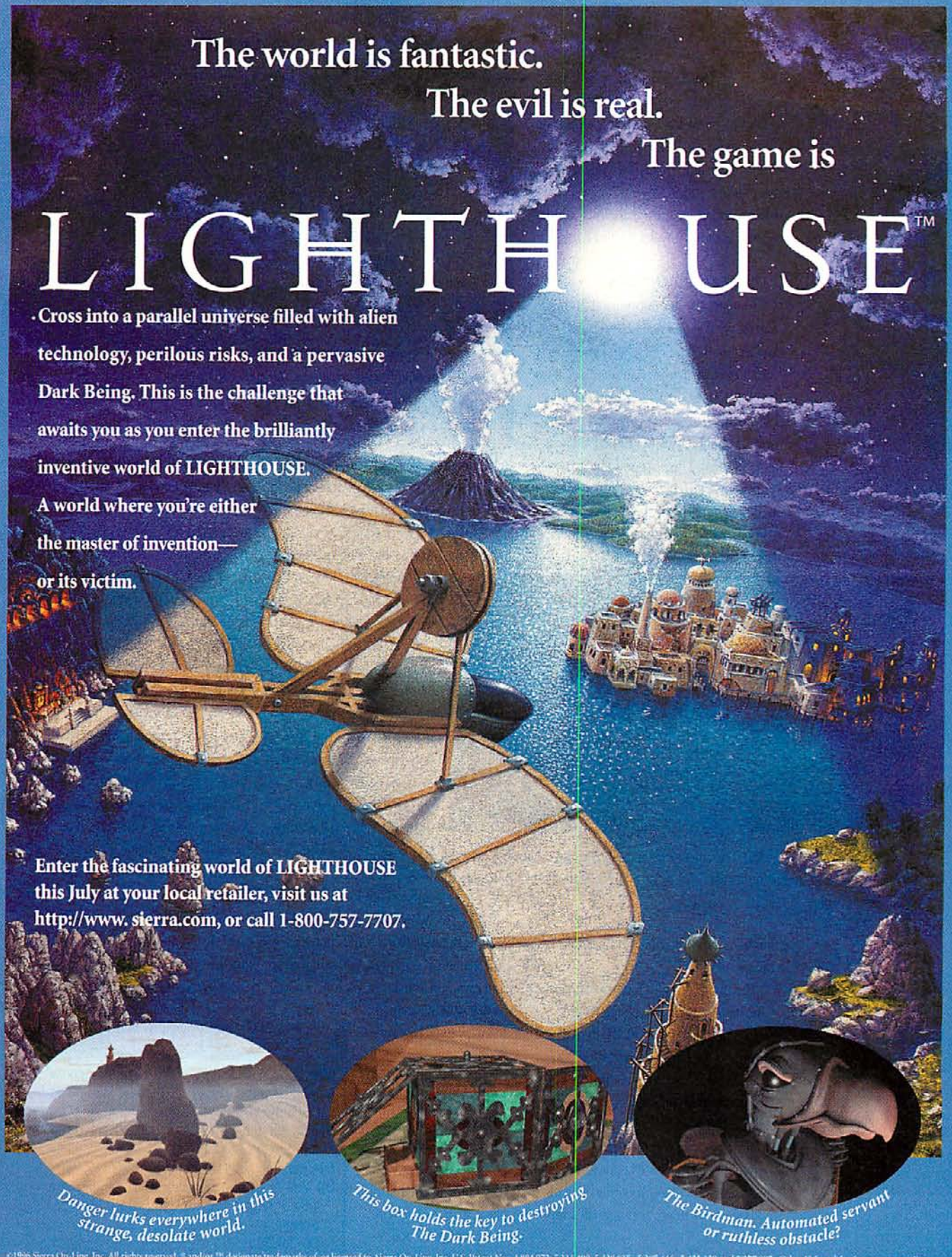
Now you can transmit over the link and have a long conversation with Decker. I don't suggest following his orders. Being respectfully obstinate is the best course to take here (especially if you want to finish the game).

When you're done with that, you can bring over the planetary lander from the science ship *Jericho*. Nice to know, it has a more than adequate supply of oxygen tanks. Help yourself to a couple (and anything else you find, of course). Then you can suit up and prepare to launch the lander to the surface of Persephone.

Then again, maybe not. The lander begins a long–very long–preflight checkout. We have to do something to pass the time here, and with enemy vessels on the way, the moment you've been dreading has arrived. Yes, it's time to get hyped up.

Not this very second, though. First activate the main tactical console on the bridge for instructions. It always helps to know what you're doing. When the preliminaries are completed, you enter a battle simulator with eight scenarios. All eight must be completed successfully before you're ready for the real thing.

Luckily for those of us who aren't good at these sorts of maneuvers, you can pull the difficulty down to Easy and let the



©1996 Sierra On-Line, Inc. All rights reserved. ® and/or ™ designate trademarks of, or licensed to, Sierra On-Line, Inc. U.S. Patent Nos. 4,884,972 5,111,409 5,430,835, 5,287,446, 5,425,139 and 5,377,997. Other U.S. and foreign patents pending.

SIERRA®

TEEN T AGES 13+

computer do it for you. You still have to sit through all the scenarios when you do that.

After all that (and having saved the game as a precaution), just hang around on the bridge and eventually the first enemy wave arrives. This time, it's for real, so try not to lose too many drones. You want as many as possible available for the second wave that shows up after the first battle.

I LOVE CRASH LANDINGS

Enough time has now passed, and you can finally ride the lander to a (crash) landing on the surface of Persephone. Oh well. Let's take a look around and see if we can find that tower. Yep, there it is, with a big ice hill in front of it. Too bad you can only make it halfway up. Blast it! So near and yet so far. This is a good time to consider your spare oxygen tank, among other things. When the way has been cleared, you enter a cavern. Reaching the bridge across the chasm should not be hard; you ought to have everything you need to line up a way over.



SPACE-HARDWARE GEEK The Central Stores room might resemble a sale at Chain Link Fence Discount Electronics, but it's fairly easy to figure out which parts you need to fix the communications relay.



HOT UNDER THE COLLAR? The emergency coolant really isn't that big a deal. Look in your Utility Belt of Infinite Storage for a tool to open the tank's manual backup system.

The bridge leads to four smaller caves. One has a basin with a couple of rods, one has a yellow pyramid, the third a blue cube, and the fourth an ocher rod. You shouldn't need any help getting the cube and pyramid or putting them where they belong. If the next step has you puzzled, think awhile and you may get a hot idea or two. The last rod will become available, and its use is obvious. You only need to add one more thing; even a small scrap will do.

This leads to all sorts of interesting results, especially a portal of some sort that brings you to, as you soon learn, Los Angeles, which is not in very good shape. We'll worry about the cause later; right now, you need to reach the ominous black tower in the distance. If you had a crowbar, you could probably open the mangled door. I wonder where you could get one?

Once in the control room, you can power up the Maglev transportation system. You just need something to keep the override switch down (there's not much left in the inventory), and then you can take a wild ride to the tower. Entry to the tower is fairly simple, thanks to the tank. When you get in, you find...oh no!! It's a maze of twisty little passages, all alike! Arrggh!! But wait! Don't panic, there's an easy solution. If you try going through on your own, you'll be hopelessly lost. So don't do that. Watch a moment, and what to do becomes obvious.

BEHIND DOOR # 1

Eventually, you'll reach a large room with two portals. Take either one; they both go to the same place, a door straight out of the Twilight Zone. Opening the door is really simple, and you don't need my help. Once through it, you'll meet a couple of life forms, who provide the explanation of what's been happening (or has happened) since you left Persephone. It ain't pretty.

The demonstration/puzzle with the Jiffies is easy. This is just a matter of going backwards and forwards, and talking to a Jiffy in between, until you've got them all home. Then it's your turn to go backwards, back to before everything went wrong. Unfortunately, that puts you in Sick Bay, with Tran holding a gun on you and not believing a word of your story. Well, we can't really blame her. However, your time to fix things is limited, and you've got to do something about Tran, quickly. Hmm, notice the remote control there on the autodoc? Remember the note on the medical console? Do what needs doing when the opportunity presents itself. After that, the remainder of the game is automatic. Until next time, happy adventuring!

How To Reach Scorpia

AOL: Look in on Scorpia's Lair (keyword: Scorpia).
Delphi: Stop by the GameSIG (under the Groups & Clubs menu).
GEnie: Visit the Games RoundTable (type "Scorpia" to reach the Games RT).
Internet: scorpia@aol.com
US Mail (enclose a self-addressed, stamped envelope if you live in the United States):
Scorpia
PO Box 338
Gracie Station, New York, NY 10028.



SPIRAL INTO THE SUBTERRANEAN TOMB OF QIN SHI HUANGHDI.



DISCOVER THE WONDER AND MYSTERY OF CHINA'S MOST RUTHLESS EMPEROR.



LIGHT TORCHES. ILLUMINATE PASSAGES. ENLIGHTEN YOUR MIND.



EXPLORE FIVE PHOTO-REALISTIC REALMS OF PERILOUS BEAUTY AND SPLENDOR.



INCREDIBLY BEAUTIFUL, HIGH RESOLUTION, 3-D RENDERED GRAPHIC ADVENTURE GAME.

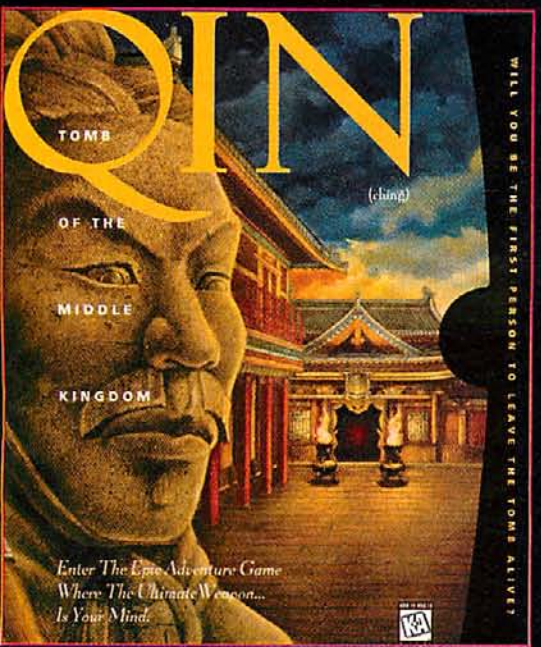
"Indiana Jones meets *Myst*."

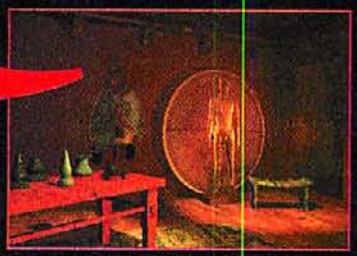
—STEVEN GREENLEE, COMPUTER GAME REVIEW

QIN (CHING)

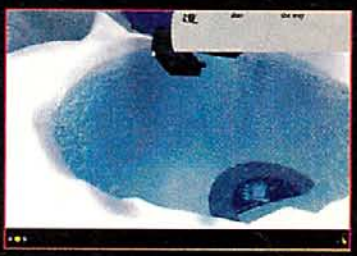
ENTER THE EPIC ADVENTURE GAME WHERE THE ULTIMATE WEAPON IS...YOUR MIND.

IN STORES NOW

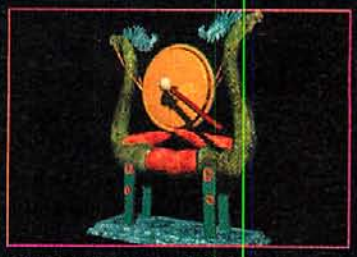




SOLVE PUZZLES AND AVOID TRAPS AS YOU FIND YOUR WAY TOWARD MULTIPLE GAME ENDINGS.



COMPASS GUIDED NAVIGATION WITH PULL-DOWN REALM MAPS TO GUIDE YOU THROUGH THE TOMB.



MUSIC SCORE RECORDED ON AUTHENTIC PERIOD CHINESE INSTRUMENTS CREATES A FULL STEREO SOUNDSCAPE.



DO YOU POSSESS THE WISDOM TO UNEARTH THE TOMB'S SECRET?

Circle Reader Service #286

WINDOWS CD-ROM

TOUR QIN ON THE INTERNET AT HTTP://PATHFINDER.COM/TWEP/PRODUCTS/QIN

Distributed by WEA Visual Entertainment and Warner Books

© TWEP 1996 TIME WARNER ELECTRONIC PUBLISHING IS AN ARRANGEMENT OF WARNER BOOKS, INC. AND LITTLE, BROWN AND COMPANY (INC.)

DIFFICULTY LEVEL: EASY / INTERMEDIATE / ADVANCED

D Gets An F

Acclaim's Real-Time Murder Mystery Is Two Hours Too Long

by Mark Clarkson

Talk about bad news from home. Laura is settling in for another semester at college when she receives word that her father—a respected doctor, scientist and director of the Los Angeles National Hospital—has gone berserk, shooting people in the halls of the hospital and taking hostages. Our heroine scoots up to L.A. where the police let her past the barricades and into the hospital. The hallways are littered with bodies—more so than usual—but before she can look for her dad, some evil relative of the water tentacle from *The Abyss* swallows her and whisks her off to another dimension.

Welcome to D, where, according to the box, "solving the mystery means visiting the dark pit of your soul." I wish I could report a D-lightfully frightening good time, but, other than enjoying the game's creepy ambience, I was D-cidedly dissappointed. You'll recognize elements of a lot of games in this first-person horror adventure—MYST, THE 7TH GUEST, PHANTASMAGORIA, THE DARK EYE—every one of which is far superior.

The game takes place in a "house" which supposedly exists inside Laura's wacky dad's head. If this is Dad's mind, it's pretty sparsely furnished, and you'll find few clues here as to what's going on. You'll confront the occasional gratuitous logic puzzle, but most of D's secrets involve finding the keys to various locked doors (yawn).

A TWO-HOUR TOUR

D has some rather interesting ideas about gameplay. Most interesting of all is the two-hour real-time time limit. That's right—you have exactly two hours to play this game through from beginning to end. In addition, you can't save your game. If you lose or stop, you have no recourse but to start the game over again. Two hours is an awfully short time to solve a mystery of any complexity, but since D isn't a mystery of any complexity, you'll be running out of game in about two hours anyway.

I discovered no way to die in D, or any way to lose at all short of letting the two hours expire. In fact, Laura seems virtually indestructible; I/she fell down a 30-foot well and landed on the stone floor at least a dozen times. Each time, she stood up, shook her head, slowly brushed dust from her lapels and climbed out of the well. I, on the other hand, was going to scream if I had to watch her go through that tedious routine *one more time*.

That's another big problem with D: movement through the game is painfully slow. Laura walks everywhere slowly, carefully, as befits the heroine in a creepy movie. That wouldn't bother me much if there was some way to skip past scenes you've already walked through, or if you weren't in such a hurry to solve the puzzles for the third time so you didn't have to start the darned game over again. The combination of a time limit, no save game feature and a plodding pace is especially maddening.

The plot, when it finally unfolds, is terribly lame. The ending fails to throw much light on the beginning, while the actual game, sandwiched in between, has little to do with either one of them. I found out what the "D" stands for, but other than that, I was left scratching my head, muttering "Huh?"

Any quasi-experienced adventurer will finish this game by the second or third try. That makes for a whole four to six hours of gameplay, most of which is spent walking slowly through a house. According to the box, D sports multiple endings, but you'll have to take Acclaim's word for it. With no way to save your game, the only way to experience multiple endings is to go back to the very beginning and play the entire game over, trying different things here and there to see if they affect the ending. No thanks. We D-cline.



FEEL LUCKY, PUNK? Redefining the low end in bedside manner, the good doctor in D gets ready to blow your head off.



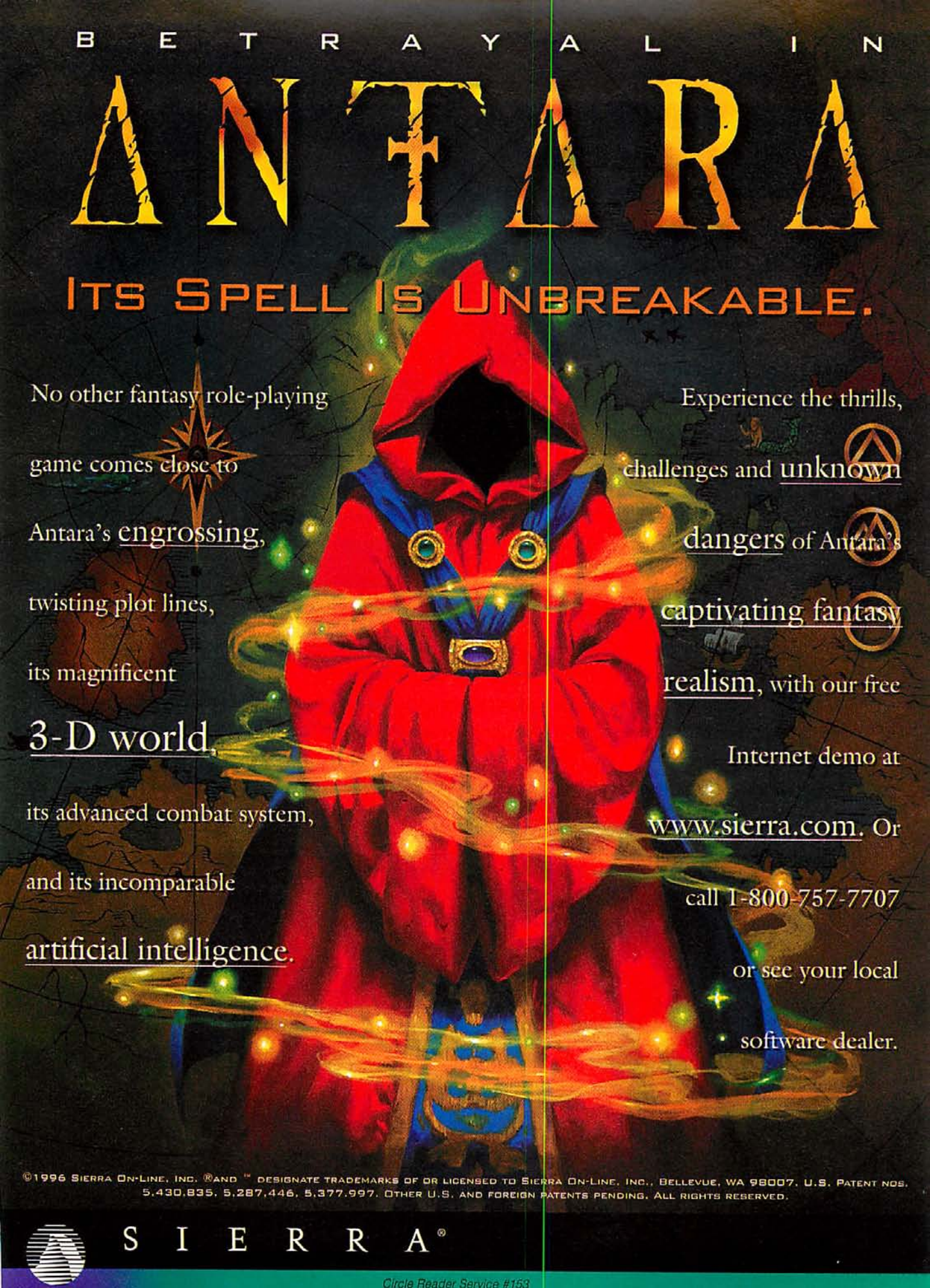
Price: $53.00
System Requirements: 486DX2-66 or better, Windows 95, 8 MB RAM, 4 MB hard disk space, 1MB VESA-compatible SVGA graphics adapter, 2x CD-ROM drive (4x recommended), Windows 95-compatible sound card.
Protection: None (CD must be in drive)
Developer: Rozner Labs
Publisher: Acclaim Entertainment Inc.
Glen Cove, NY
(516) 656-5000
Reader Service #: 316

APPEAL: Horror-adventure fans looking for a quick night's entertainment with no long-term commitment.

PROS: Nice modeling, camera work and music. An acceptably creepy ambience.

CONS: Plodding pace, two-hour time limit, no save game feature, limited gameplay, no replay value.

CG RATED



Circle Reader Service #153

You've got a CD-ROM drive, a wavetable sound card and you've got computer speakers with the power and fidelity of a 1963 transistor radio.



You've got to get Yamaha YST™ Multimedia Speakers.

It doesn't matter if you're conquering virtual alien hordes or calming your nerves with a Vivaldi CD while balancing the check book.



Yamaha YST multimedia speakers release the stunning audio performance that's already right there in your computer.

Try playing an audio CD in your CD ROM drive to hear how your speakers really stack up. If you had Yamaha YST speakers you'd hear smooth, crisp, clean sound. And you'd have plenty of power–with ratings from 5 watts per speaker to 45 watts of total amplifier power.

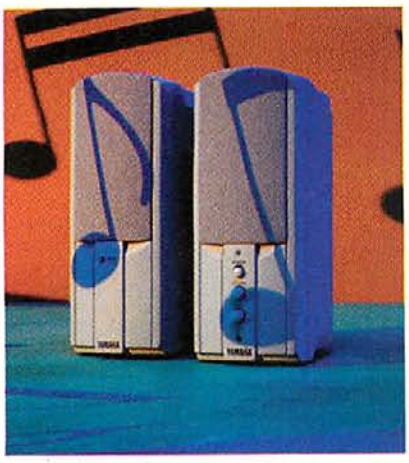
Active Servo Technology

Thanks to Yamaha active servo technology the speakers, amplifier, and enclosure actually interact to deliver deep, tight, satisfying bass. The kind of bass that brings energy and excitement to music and computer games. And for the ultimate in bass power and performance you've got to have a subwoofer. For a complete satellite/subwoofer system choose the System 35 or System 45. Or add the MSW10 subwoofer to your existing speakers to bring them to life.

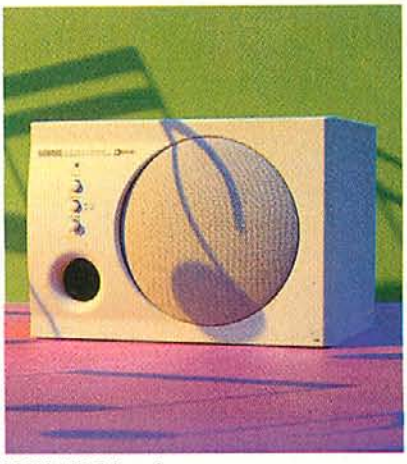
And if you look at the bottom of this page, you'll find a computer retailer who's got Yamaha multimedia speakers. You've got to go get them.

YAMAHA®

THE WAY YOUR COMPUTER SHOULD SOUND.



YST-M7 Multimedia Speakers



YST-MSW10 Sub-woofer



System 45 Multimedia Speakers

Yamaha multimedia speakers MSRP from $59.95 - $249.95 at these fine retailers.

BEST BUY · COMPUTER City · COMPUSA · EGGHEAD · Fry's ELECTRONICS · Incredible UNIVERSE

To receive product literature, call (800) 823-6414 Ext. 503. ©1996 Yamaha Corporation of America, Computer Related Products, 6600 Orangethorpe Avenue, Buena Park, CA 90620. All rights reserved. Yamaha, YST, and the Yamaha logo are registered trademarks of Yamaha Corporation of America.

Circle Reader Service #182

Destruction With No Regret

CGW's Action Game Of The Year Returns For An Encore



Eyes: bloodshot. Lips: bone dry. Brain: liquid and putrified. Action games have always made their mark on the player. The good ones corrupt the body clock, invade dreams and drag productivity down to the killing floor. But it's only recently that we've been able to return the favor and make a mark of our own.

Of course, you could see the whole act of computer gaming as a signature. A game throws up an obstacle; the player pacifies it, works around it, makes it invisible. But the game usually leaves behind no evidence of that process and it's that evidence that makes games more personal. It's like staking a claim: This is the hole I dug. This is the blood I shed. That's the machine I snuffed.

Game designers have of late come to understand the urge to leave something of yourself behind, beyond three initials in a high-score table. So HEXEN gave us breakable windows. DUKE NUKEM 3D gave us blood-stained, bullet-riddled and destroyable walls. We're heading in the direction of the wholly combustible environment. The game's over when there's nothing left.

Sometimes the best-demolished games come from unexpected quarters. Origin ingeniously reengineered what had proved something of a liability in ULTIMA VIII—an experiment in avatar action that wasn't fully appreciated by the RPG's hard-core followers—into an asset in CRUSADER: NO REMORSE. The result was a very *English* angled-down action game—essentially, an uncartoony *Escape from the Planet of Robot Monsters* with more puzzles—whose commercial and artistic success still resonates in the recent release of Domark's TOTAL MAYHEM and SCI's GENDER WARS.



BLOWING CHUNKS Amidst fiery explosions, our hero uses one of NO REGRET's new weapons to turn a hapless opponent's body into a collection of flesh chunks.

> "We're heading in the direction of the wholly combustible environment."

For the follow-up, due in September, look for more of the same—in the best sense of the term. I've played an alpha version of CRUSADER: NO REGRET for the last week or so, and I'm hooked all over again. My signature is all over its tiered, factory-like levels—which I've left nonfunctional—and will be again.

In this 10-mission standalone game, you're still a renegade Silencer working for the rebels, still forging your way toward exit elevators and teleports, and still wearing that absurdly shiny red suit that a blind bull would spot a mile away. The details of the story were a bit vague in the version I played, but it opens aboard a star freighter bound for the World Economic Consortium's moon base and ends with a toe-to-toe slugfest with that outfit's bad-guy chairman. Once again, you're icing the inhabitants, rifling

INSIDE ACTION

- The latest TOTAL MAYHEM patch is online at the Eidos Web site and significantly upgrades your units' pathfinding. Eidos says it fixes the problem of cyborgs getting stuck behind walls and trees and splitting up needlessly. If it works in eliminating those annoying control problems, then the patch will make TOTAL MAYHEM a better game to play.
- The sequel to Interplay's PlayStation hit, *Loaded*, is inbound for the PC. Look for the Windows 95 native version of RE-LOADED in December. The top-down shoot-em-up promises more strategy, character and interactivity...and copious amounts of blood.

continued on page 134 ▸▸▸▸

through their belongings and throwing switches that open doors.

Oh yes, I forgot. You get to blow things up...big-time. Everything in NO REGRET seems to have a jet fuel tank inside it, and everything is negotiable. The artists have essentially created two parallel libraries of in-game objects. One is normal and functioning, with nice flickering lights and blowing steam. The other is entirely blown to hell. In NO REGRET, it's blown deeper into hell—everything must go!—and you'll write your path across the moon in handsome, burned-out transformers, equipment, lockers and crates. I hope the Consortium is insured.

Happily, the artists have exercised the same creativity on death scenes. Of course, usually you'll just open up with your sidearm—machine pistol, shotgun, rocket launcher—and the enemy will fall down and cooperatively issue a little puddle of blood.

But on the first mission, you'll find a pipeline with a control wheel. Turn the wheel, and the darkened room next door will spring into view as a pipe vents a white cloud behind a waiting guard. He's frozen (and, if you replay it, in at least a couple of different statuesque poses, to boot). Now you can drop by, give him a shot, and reduce him to a sort of human Slurpee. Or you can just let the forces of nature do their work, and wait until he melts into a silvery pool with a bone in it.

I've also created shrieking human torches. (What a way to go: naked *and* cooked.) Or, as I discovered in the mines on the second mission, naked, cooked and skinless. If I go this way, I hope someone puts a pair of old pants on me, puts my head on a pillow and turns off my computer. But there's no dignity in NO REGRET.

Oh, you'll notice a few other touches. You won't find credits on the corpses you leave behind—the Weasel from NO REMORSE seems not to be a factor here—and so have less reason to put hapless civilian employees to the sword for their wallets. The puzzles are thicker on the ground, and the artwork more solid and streamlined. Undiscovered areas and level borders are now represented by stretches of metallic ceiling rather than darkness.

And NO REGRET struck me as significantly (and usefully) harder than its predecessor. While I was able to fairly coast through the original CRUSADER without worrying about getting killed so much as getting lost, I spent a good two days slogging through the first NO REGRET mission. It's a richer, more conspiratorial environment, and I can't imagine anyone who enjoyed NO REMORSE not enjoying NO REGRET.

At the same time, on a conceptual level, I can anticipate complaints that—as I said at the outset—this is more of the same. NO REGRET is to the original what WING COMMANDER IV is to WING COMMANDER III. The play ethic hasn't materially progressed.

Rather than maintain the same blow-everything-to-hell theme, Origin could have added compelling reasons for *not* blowing things up—or exercising special caution in just how it's done. Perhaps under one set of circumstances you don't want to blow out the lights—which are once again perpetual and institutionally bright in NO REGRET—or in another you'd want to avoid damaging a keycard mechanism because the alternate path is so fraught with robotic ugliness. I hope CRUSADER II—due in the second half of 1997—gives the game a touch more sophistication.

In the end, though, none of these tactical considerations stopped me from playing, or even slowed me down. Today, I've been at it almost eight hours straight. My eyes are bloody, my lips are dry and you could probably suck my brain out with a straw.

But I'm happy. And I have NO REGRET.



ASHES TO ASHES Another of the ghastly ways to go in NO REGRET is reduction to ashes; here the foe is being turned into fine dust.

CG TIPS!

▸WITCHAVEN II needs a good cheat. Otherwise, the whole thing is one pitched battle. Hit Backspace, type in one of the code words below (without the nasty quotes), press Enter and voila: You're cheating.

"Levelx" (where *x* is a number from 1 to 15) warps you between levels.
"Nobreak" prevents that annoying tendency of weapons to shatter.
"Showmap" gives you the full map.
"Spells" gives you nine blasts of each spell.
"Potions" does the same for the drinks.
And "killme" does the obvious.

INSIDE ACTION

▸▸▸▸*continued from page 133*

▸Also coming from Interplay is DESCENT TO UNDERMOUNTAIN for the PC, a 3D first-person action game with RPG elements, such as level advancement and sub-quests. Set in the *Advanced Dungeons and Dragons* world of Forgotten Realms, your character will brave the dungeons below the city Waterdeep and ultimately confront the Drow goddess, Lloth. DESCENT TO UNDERMOUNTAIN will use the DESCENT 3D game engine and is due in October.

▸The 3DO 32-bit console is effectively dead, but before it went it gave birth to a raft of Pentium-class PC games. The 3DO Company's software arm, Studio 3DO, will release in October the isometric blaster CAPTAIN QUASAR, the BALL BLAZER-like BATTLESPORT, KILLING TIME (in which DOOM-like action meets 7TH GUEST-like FMV), and STARFIGHTER, a 3D flying shooter.

The battle doesn't begin until I say it begins.

It's my game and I control the course of conflict.

If you want to play then you better get serious.

This ain't no lily-livered,

thumb sucking mama's boy game. Nuh-uh.

This is war. Messy and mean.

Somebody's going to get hurt

and it ain't gonna be me.

I've got you in my sights

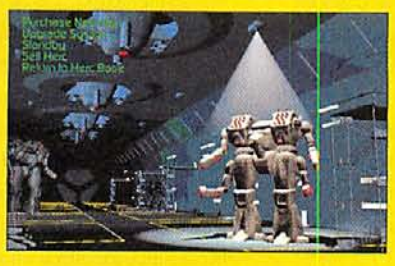
and you look like a sucker.

A puny little Cybrid sucker.

MISSIONFORCE

CyberStorm™







"EARLY CONTENDER FOR BEST STRATEGY GAME OF 1996." - STRATEGY PLUS MAGAZINE

Introducing the strategy war game from the EarthSiege™ universe.
See your software dealer, call 1-800-757-7707, or check out http://www.sierra.com.

FREE EXTRA MissionForce™: CyberStorm™ CD

PLAY ON-LINE WITH A FRIEND

KIDS TO ADULTS K-A AGES 6+

SIERRA®

Circle Reader Service #161

©1996 Sierra On-Line, Inc.® and/or TM designate trademarks of, or licensed to Sierra On-Line, Inc. All rights reserved.

DIFFICULTY LEVEL: EASY / INTERMEDIATE / ADVANCED

Duke's Ugly Cousin

Capstone's Second Witch Hunt Is Anything But Bewitching

by Peter Olafson

I don't think anyone set their watch by Capstone's WITCHAVEN when that 3D action-RPG game surfaced last year, but a lot of people craned their necks to see what time it was. The first game to use 3D Realm's Build engine, WITCHAVEN was hardly going to beat out QUAKE, but it *was* a step beyond DOOM, and there was plenty of space between those two industry landmarks to throw one hell of a party.

Since then, of course, the life of the party has arrived: 3D Realms released its own Build game—the immaculate DUKE NUKEM 3D—and an interesting side effect has been to throw WITCHAVEN's flaws into relief. DUKE, polished and refined over months, emerged pink and shiny from the bath. WITCHAVEN now comes off more like the poor cousin with dirt under his fingernails.

Which is just another way of saying that, with novelty no longer in its corner, the recent WITCHAVEN II: BLOOD VENGEANCE has its work cut out for it. It has to hang by its own hook, and I'm afraid that hook doesn't have much bite. While a step up from WITCHAVEN in certain respects, the execution in others is mediocre at best.

A witch whose sister you killed in the first game wants to exact an elaborate sort of revenge, and you're to explore 15 large, sequential levels to accommodate her. As usual, this means depriving everybody in sight of their lives while artfully preserving your own, making off with whatever was on the floor behind them, and using it to reach deeper and darker places while advancing in level.

THE POOR MAN'S DUKE NUKEM

The graphics have advanced, too.



NO MATTER HOW YOU SLICE IT... WITCHAVEN II isn't nearly as good as DUKE NUKEM, or even WITCHAVEN for that matter. The game is sluggish and buggy, and gameplay is uninspired.

Ornamental touches like stained glass and tapestries abound. (There's also a wonderfully reflective dark water effect, but, alas, no way to swim beneath it.) Weapons like arrows and axes stick in walls they've struck and some can be retrieved. Room architectures are more elaborate—with bigger and broader levels. And while the earlier levels make disappointingly little use of Build's most 3D-like features, the effects improve as you progress. Level 12 in particular has some nifty spiral staircases. The goofy-looking, stuffed-animal monsters are still around, but the game's much better supplied with burnished knights—well drawn and animated and all too willing to stick you in the back—if they can stop walking into walls before they reach you.

And remember how you'd sometimes find the goblins in WITCHAVEN fighting each other, or how they'd sometimes pick up their sword and shield before coming out to play? Well, here you'll sometimes find enemy troops praying in chapels on one knee. I don't know why I like this, but there's just something appealing about NPCs doing something with their lives other than waiting around to whack you with a sword.

However, that's an effect rather than a theme; there's no sense of story or progression. Oh, sure, there's the status-quo rendered introduction and end-of-level screens showing your stats. But this is very much a packet of independent levels, linked by teleports, which could probably have been arranged in almost any order. DUKE often gives you a glimpse of the level into which you were headed, and DOOM at least displayed a map between levels. WITCHAVEN II doesn't even have that glue.

FOUL ERRORS

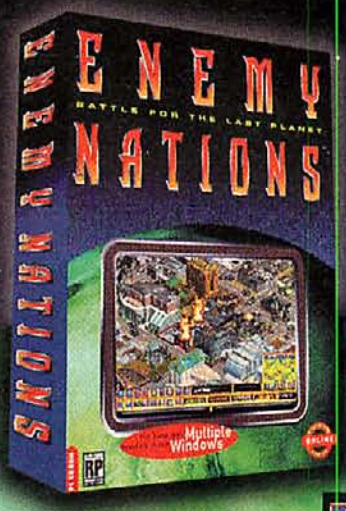
Moreover, WITCHAVEN II is home to a whole host of technical annoyances—both major and minor—that often reduce playing to a chore. There's the speed...I take that back. It's more like, "What speed?" As I was still slashing my way through the first level in 640 x 480 SVGA on a 133 MHz Pentium with 32



Price: $29.95
System Requirements: IBM compatible 486-66 or better, 8 MB RAM, VGA graphics, 2x CD-ROM drive, 62 MB hard drive space; supports most major sound cards.
of Players: 1-16
Protection: None
Designers: Capstone
Publisher: Intracorp Inc.
Miami, FL
(800) 468-7226
Reader Service #: 317

Meet interesting people on the Internet, then build big tanks and show the bastards who's boss.

Now that you've landed on the last planet, all you have to do is feed your people, power your city, fuel your economy, deploy your army and destroy *Enemy Nations*... before they destroy you.





Battle the computer's AI or match your wits against dozens of players on the Internet

THE BATTLE BEGINS
SUMMER 1996
Available at all major retailers



Control the action through multiple real-time windows



Maneuver across photo-realistic elevated terrain in stunning Hi-Res 3-D

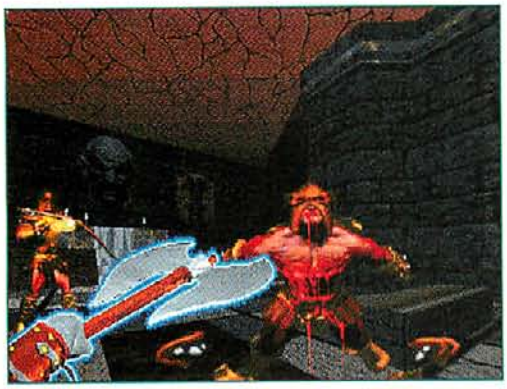
RATING PENDING
RP

www.viacomnewmedia.com

Call (800) 469-2539 to order.

VIACOM NEWMEDIA

Circle Reader Service #149



UP CLOSE AND PERSONAL In WITCHAVEN II's favor, action is very intense and ferocious: Battles are gory, hand-to-hand melees.

megs of RAM and a 4-meg video card, my character, without warning, suddenly started walking as if he had a gimpy leg. Ordinarily, I'd assume that I'd been hit with a slowing spell or had collected a cursed item...except that WITCHAVEN II has neither. The game had stopped scrolling and started jerking.

The problem—and this is supported by online reports—seems to involve the elaborate animation that appears above the pools used to enchant the players' weapons. Once I stepped into one, my weapons glowed, the animation vanished (it's a one-time only deal) and my speed went from 60 to 0 in 1 second.

Would that this were the only problem. Keypresses were routinely delayed or ignored to the extent that it got to be a pain to cycle through menus or just type in the name of a saved game. Every time I accessed the options screens and returned to the game, I had to recall the status bar at the screen bottom. In WITCHAVEN, repeated use of a weapon wore it down; here they've carried that model to a ridiculous extreme. I was frequently informed that my sword had become useless after simply swinging it in empty air. (How hard would it have been for the program to check to see whether it had actually *hit* something rather than counting swings?) There's more. The player appeared to climb stairs on his knees. When an ax struck an open door and the door then closed, the ax would remain suspended in empty space. I walked through closed doors and lived, walked into walls and died, and sometimes found myself warping to a different part of the room without doing anything special to get there.

Sorry, but I'm being paid to review this game, not beta test it, and I'm surprised these problems weren't caught and corrected during production.

Beyond that, there are some gameplay issues that failed to impress. If you're going to strew piles of gold and silver around an RPG, hell, man, don't do it simply for its own sake (i.e., experience points). Give us somewhere interesting to use it: a weapons shop, an inn, a monster who wants a bribe, a mercenary who needs a job.

And the final villain, with the ornate name of Cirae-Argoth, is no great shakes.



WHAT AM I NOW? Despite the fantasy trappings, this isn't an RPG. The story isn't compelling, there's no character interaction and you're given nothing to do except kill goofy monsters.

For one thing, she's far too easy to kill: Knock her minions down with the Nuke spell, then start launching pike axes at long distance, and she's history. And for another, I wasn't able to work up either righteous rage or lunatic fear at this rather petite woman in the tight outfit. I didn't want to hit her with axes; I wanted to buy her a jelly doughnut and a cup of coffee. (Nice long ending animation, though!)

NOT EXACTLY A SAVING GRACE

For all that, WITCHAVEN II does have a leg up on the competition in two respects. One is its ferocious difficulty level. DUKE often allowed you to gun the baddies down at a distance with high-tech weapons; when you got around to using your foot, it was typically when your enemies were the size of thimbles. Here, supplied with sword and shield (and as much magic as you can grab), you're often expected to go toe-to-toe with the enemy and effectively club the game into submission to make progress.

It's work, hard work, and perhaps in the interest of realism it *should* be hard work. On one hand, this is a welcome change from the kill-me-please monsters of DOOM and its variants, and anticipates a generation of hand-to-hand 3D action games to come. The flipside: It's also likely to be an unfamiliar, and potentially infuriating, experience for action gamers used to quick resolutions and easy victories.

As in DUKE, the Build editor is on the CD. Unlike in DUKE, it's actually supported by 20 pages of the 52-page printed manual, which is a whole lot more convenient than having to print the thing out on your own and thumb through dozens of pages of look-alike text. Unfortunately, neither set of docs is particularly complete, and both are lacking a basic walk-through. Also, why isn't copying the editor onto your hard disk an installation option?

But these are relatively trivial advantages. There's a new kid in town, name of DUKE, and he's set the standard for Build games. For the inevitable WITCHAVEN III, Capstone would do well to take a long, close look at something different. CG

APPEAL: Anyone who wants a medieval slugfest and isn't too picky about sluggish gameplay.

PROS: Ferocious, in-your-face action and an included Build editor.

CONS: Sluggish game speed, buggy gameplay, no continuity in the story and a generally weak use of the Build engine.

CG RATED

THEY DON'T WANT YOUR BRAIN. THEY WANT YOUR BLOOD.

ZAK'S BACK AND HE'S OUT FOR BLOOD! Get released from cryonic hibernation by rebel forces and put your super-human abilities to the ultimate test. Uncover a world of mystery, intrigue and danger! With high performance graphics and game play, a ripping sound track and two CD's loaded with the hottest action on the shelf, Cyberia^2 sets a new standard for all-out action!









Surf Cyberia^2 @
http://www.xatrix.com

Now Available

at your local retailer

XATRIX entertainment

[NEW WORLDS TO CONQUER]

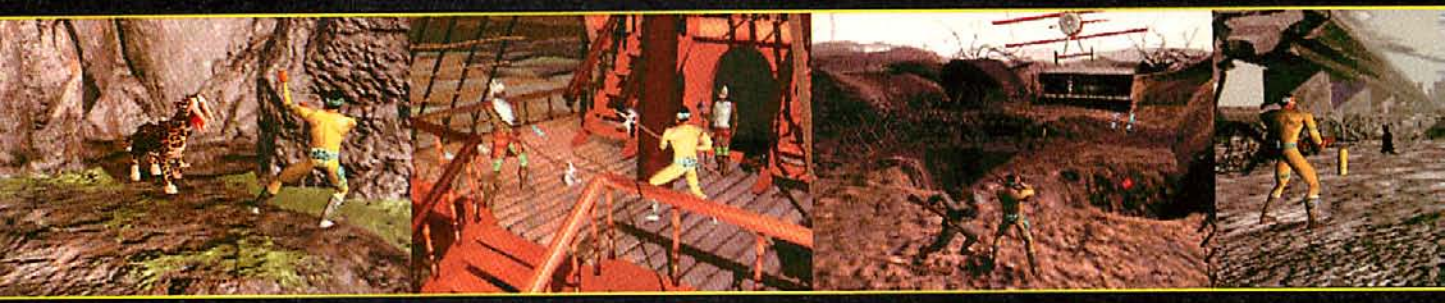
2038 Armacost Avenue, Los Angeles, CA

Cyberia^2™ Resurrection is a trademark of Xatrix Entertainment, Inc.
©1996 Xatrix Entertainment, Inc. All rights reserved.

CYBERIA^2™ <<RESURRECTION>>

TIME IS YOUR WEAPON.

HISTORY IS YOUR BATTLEFIELD.



Battle time's deadliest warriors - Master over 40 weapons - Conquer 9 different worlds - Or the future is history.

TIME COMMANDO™

ACTIVISION®

Available on MS-DOS®/Windows® 95 CD-ROM and coming soon on Sony PlayStation™.

Check out the demo at http://www.activision.com or http://www.mcafee.com/mforhome/. See store for special display.

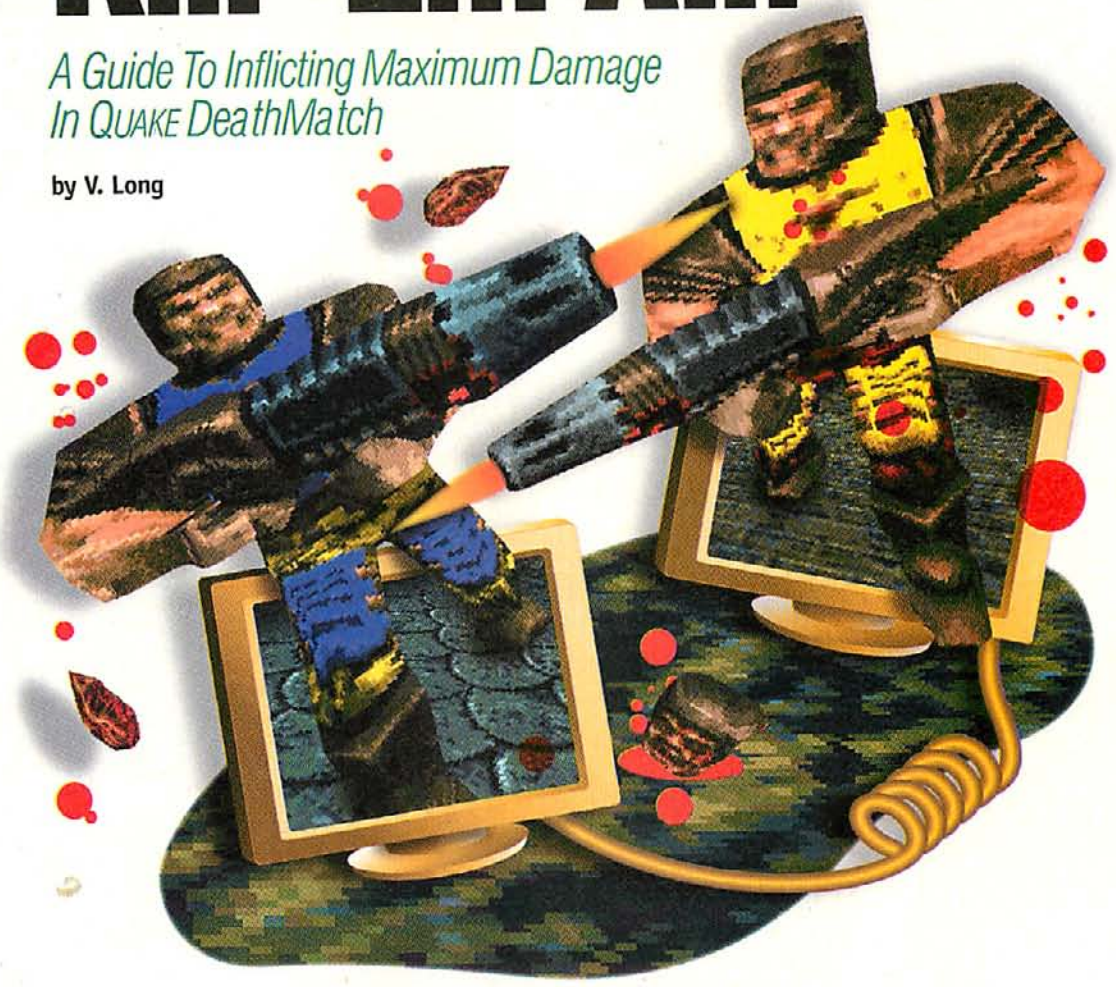
Activision is a registered trademark of Activision, Inc. Adeline Software International and Time Commando are trademarks of Adeline Software International. ©1996 Adeline Software International. All rights reserved. Published and distributed by Activision, Inc. All other trademarks and trade names are the property of their respective holders.


ADELINE

Kill 'Em All!

A Guide To Inflicting Maximum Damage In QUAKE DeathMatch

by V. Long



...From the squishy splatter of a body bursting apart, I knew I had teleported onto some poor sucker who had stepped across the spawn spot at just the wrong time. I savored the tele-frag for only a second before the full-auto staccato of nailguns rudely reminded me that it's kill or be killed. Circle-strafing each of my assailants, I lobbed the grenades that would scatter their giblets in spectacular tentacles of red...

Opening illustration by Dan Fitzpatrick. Maps illustrated by Jack Rodrigues. Special thanks to John Romero at id Software.

Leave it to id Software, developers of QUAKE, to rekindle the twisted desire to immerse ourselves in visceral bloodbaths where we mercilessly chase down playmates, blast them to bits, and gloat like fiends–all good-natured fun, of course. Whether you play a head-to-head duel via modem or engage in one of the numerous 16-player slaughterfests hosted all over the Internet, the path to the biggest grins is paved with everyone else's body parts.

There's little doubt you're in a hurry to make as much progress along that murderous path as possible. So here is a glimpse of how I whip through my buddies like a hurricane. Elite DeathMatchers will find much of what I say intimately familiar; those less hardcore should find these pointers helpful in accelerating their assault on the upper tier of DeathMatch dominance.

GUN CONTROL

Ever notice in DOOM or QTEST (the public QUAKE "engine test"), how you'd effortlessly hit whatever was in front of your gun? Well, QUAKE is a lot more realistic: no more auto-aiming, so the farther away the target, the more difficult it is to hit. By whatever means, learn to hit the bull's-eye–especially when it runs around and shoots back. It might help to type "CROSSHAIR 1" at the console to activate Crosshair mode. Lead your target: Aim where it *will* be, not where it was.

"...A role-playing game every bit as original... as their music."
– CD ROM TODAY

"Those madmen of the 1980's are back with a surreal social satire..."
– NEW MEDIA MAGAZINE



1980: They Wired Pop Culture



1996: Time To Get Re-Wired



DEVO PRESENTS

ADVENTURES OF THE Smart Patrol™



A spud-tacular role-playing cd-rom game.

(Did you really think these guys would make a lame Enhanced CD?)

Win, lose... or whatever.







In the '80s, they taught the world to "whip It" good. Now, the demented pop-pranksters and founding members of DEVO, Gerald V. Casale and Mark Mothersbaugh, are back in a sexy, satirical, future-shocked interactive gaming Spud-tacular!

Coming in August from Inscape.

Get the audio CD soundtrack!

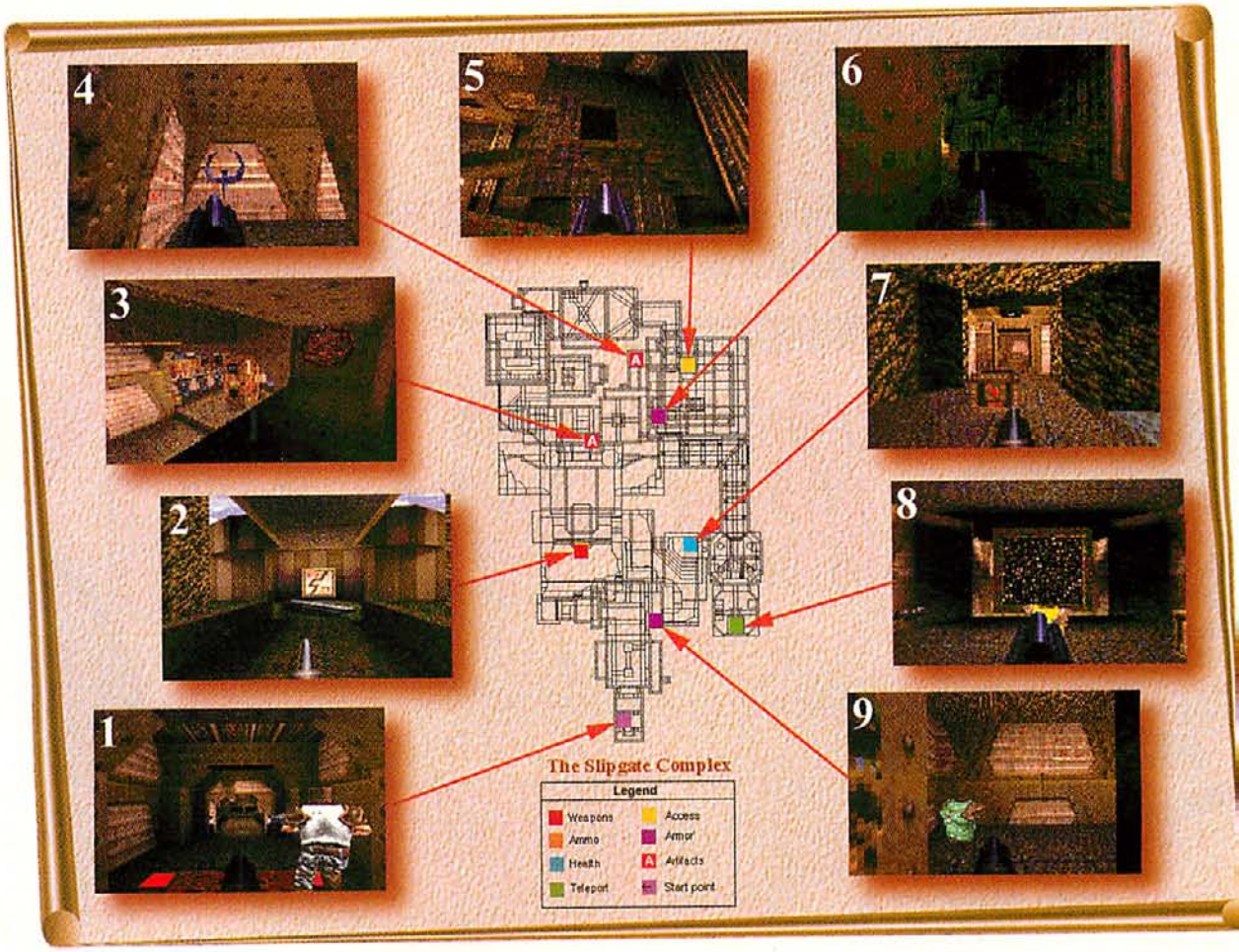
http://www.inscape.com/smartpatrol

MATURE M AGES 17+

DISTRIBUTED BY wea Visual Entertainment

DEVO presents *Adventures of the Smart Patrol*™ ©1995 Inscape. All rights reserved.

INSCAPE™



Reading A Map

The most important thing to consider when looking at the QUAKE maps is that these levels are truely 3D: floors on top of floors on top of sewers. So remember that not everything shown on this map is on the same level. Let's use the Slipgate Complex map, pictured here, to demonstrate how to read a QUAKE map (most gamers are intimately familiar with this first level). The pictures are visual cues to only a few of the key locations on the map. While this map doesn't show you every item, the four following DeathMatch maps do show the locations of all weapons, health and power-ups.

1 This is where you start when playing a single-player game at the Slipgate Complex.

2 This is the lower level when you walk out of the elevator, with the bridge in front of you. In the water, to the right, is a cavern leading to an underground pool with Mega Health.

3 In DeathMatches, you'll find the Pentagram of Protection here. To get to this ledge, you need to find the portal that teleports you here.

4 Quad Damage is here. Shoot at the TV screen with the rotating Earth to open the secret door.

5 This is the sniper point that's above you when you are running down the winding slopes. Make a running jump onto the stairs next to the opening, and then hop in to find Mega Health.

6 Here is the BioSuit, which you need to don before you take the plunge into the green slime.

7 This is the location of the Mega Health that you find after jumping under the bridge and swimming into the pool. Behind the health is a secret door that lets you out into the exit room. Swimming right, instead of left for the Mega Health, takes you up an elevator to Grey Armor.

8 When you get the BioSuit, turn left, dive into the water and do a 180-degree turn. To your left is an underwater corridor. This corridor runs directly underneath and along the same path as the corridor that takes you to the exit room. Swim all the way down, and at the end of the passageway, swim up through a hole in the floor. Here you'll find the yellow armor, grenade launcher and the teleport portal that takes you to where the Pentagram is located.

9 The elevator at the underground pool with the Mega Health takes you to this secret door. If you step out, you'll find Grey Armor and the corridor you began in.



SCRATCH 'N SNIFF

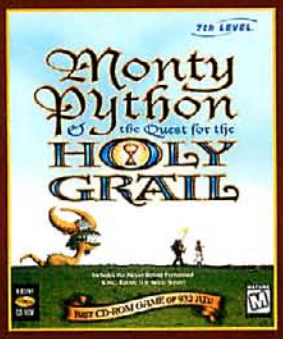
"I fart in your general direction"

7th LEVEL

MONTY PYTHON AND THE QUEST FOR THE HOLY GRAIL

A CHALLENGING YET VERY SILLY CD-ROM STRATEGY GAME FROM 7TH LEVEL. THE ORIGINAL PYTHON CAST REUNITES LED BY BIG-SHOT, PART-TIME LLAMA BREEDER ERIC IDLE. UP TO THE MINUTE 10TH CENTURY HUMOR! INCLUDES SCRIBBLES FROM TERRY GILLIAM, UTTERANCES FROM TERRY JONES AND MICHAEL PALIN, A FAX FROM JOHN CLEESE AND A MISSING SCENE FROM THE ORIGINAL MOTION PICTURE.

(THOSE RESPONSIBLE FOR PUTTING THE FART SMELL IN THIS MAGAZINE HAVE BEEN SACKED.)



WWW.7THLEVEL.COM WWW.PYTHONLINE.COM 1-800-9PYTHON

DOWNLOAD MONTY PYTHON DESKTOP THEMES FROM THE WEB SITE AND GET YOUR LIMITED SPECIAL SIGNATURE EDITION FOR WINDOWS® 3.1 AND '95 AT THESE FINE STORES:

Babbage's software etc COMPUSA COMPUTER CITY BEST BUY

©1996, 7TH LEVEL INC. 7TH LEVEL IS A TRADEMARK OF 7TH LEVEL INC. THE TRADEMARK "MONTY PYTHON AND THE HOLY GRAIL" IS PROPERTY OF PYTHON (MONTY) PICTURES LTD. ALL RIGHTS RESERVED. ORIGINAL MATERIALS ©1974 THE NATIONAL FILM TRUSTEE COMPANY LTD. LIKENESSES AND ART ARE USED WITH PERMISSION. 7TH LEVEL INC. RICHARDSON, TEXAS 75081.



MULTIPLE TELEFRAGS Oh, the bloodthirsty joy of a 16-player frenzy in which the telefrags just keep coming. Stay off the telepads or risk being snuffed.

This is what flight-sim jocks call deflection shooting. If your shots miss, try more lead. Keep at it until you see red pixels spray over your target–that indicates a direct hit.

Don't get trigger happy though. Use short, controlled bursts, even for cover fire. Better yet, develop the steely nerves required to hold your fire until the right moment; this will ultimately earn you more frags than you can imagine. Take a tick longer to aim carefully, particularly with the double-barrel shotgun or grenade launcher, and... *blammo!* You've bagged another frag. The only exception is the Thunderbolt: Swinging the lightning beam side to side cuts into anyone within its arc.

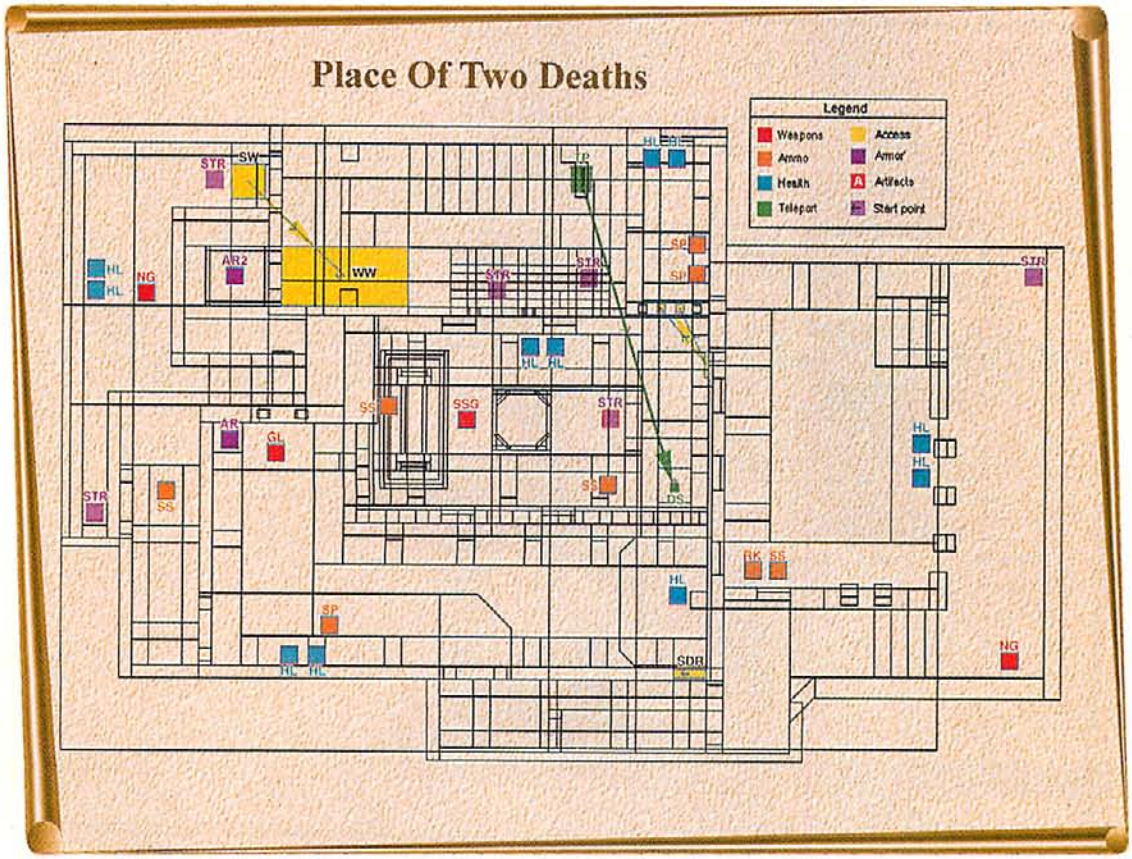
THE ALL-SEEING EYE

Your adversaries will have a tough time aiming at targets they can't see. Although the Ring of Shadows power-up provides complete invisibility (except for your eyeballs), you can also find excellent concealment in the deep shadows generously sprinkled throughout QUAKE. Avoid crossing open spaces, and stay close to the walls.

The 3D nature of QUAKE underscores the importance of spotting threats from above and below. Accordingly, "freelook," the ability to look up and down, is invaluable. You'll need freelook to blow snipers out of their perches overhead, as well as to safely negotiate water and low-gravity environments. Although freelook is available using either keyboard and mouse, it's most intuitive with the latter ("mouselook"). Mouselook lets you look in all directions fluidly–which is absolutely vital to rapid target acquisition and superior accuracy.

MIGHTY MOUSE

The mouse is good for more than just mouselook. It's at the core of Death-



Weapons
NG = Nailgun
SNG = Super Nailgun
SSG = Super Shotgun
GL = Grenade Launcher
RL = Rocket Launcher
LT = Lightning

Ammo
CL = Cells
RK = Rockets
SP = Spikes
SS = Shotgun Shells

Health
HL = Health

Teleport
DS = Destination
TP = Teleport

Access
DR = Door
SDR = Secret Door
SW = Switch
WW = Walkway

Armor
AR = Armor
AR1 = Armor 1
AR2 = Armor 2
ARvV = Armor Inv

Artifacts
IVS = Invisibility
INV = Invulnerability
SD = Super Damage

Start Point
STR = Start Point

DeathMatch 101: The Basics

No matter how good you are at beating up monsters solo or cooperatively, expect an entirely different beast when you play against fellow humans. Burn these basics into your brain so you can do unto your playmates before they do unto you:

- Never stop moving, and always run. This makes you a much more challenging target. Simply toggle on the Always Run option in the menu. Even if someone spots you, you won't be easy to hit.
- Flee when necessary. Staying alive is a prerequisite to earning frags, as well as of depriving your enemy of another notch on his belt.
- Learn the level. Know where you are and where you're going, so you can hit the ground running as soon as you spawn on a level. You want to beat everyone else to the power-ups, which often require extended trips through slime. (Be sure to grab that Bio-Suit before diving in.) Beware of potential ambush points and kill zones; other dangerous spots include teleport destinations. If you've done your homework, you'll know the places to avoid. Also, being able to recognize telltale sounds from different parts of the level gives you information about where the other players are.
- Help the QUAKE environment beat up on other players. Pump some lead into a radioactive container and watch the resulting conflagration clear the entire room. Blast someone into the molten pools for a permanent visit to the lava gods. Follow your prey into a teleporter and hope for the splat of a successful tele-frag.
- Scavenge for frags. If you happen upon a firefight in progress, hang back and pick off the survivors. We affectionately call these buzzard kills, but hey, a frag is a frag. Or better yet, don't even bother waiting for survivors; go for all the frags by lobbing in a generous helping of fireworks.
- Use the mouse, the controller of choice by everyone at id Software. Although the keyboard is easier to learn initially, the mouse lets you perform advanced maneuvers and use mouselook (the ability to look in *all* directions fluidly).
- Practice, practice, practice! 'Nuff said.

Match mastery: Proficiency with the mouse maximizes your potential to shoot accurately while evading enemy fire.

"Circle-strafing" (circling around a target while shooting it) is the fundamental maneuver–all DeathMatch experts excel at it. It's not too difficult to learn: Point your gun at the target, sidestep (using keys) in one direction, and turn (using the mouse) in the other direction to keep on target. For example, to *circle right*, you sidestep right while turning left. Properly executed, this manuever lets you sweep around the target faster than he can turn to snap off a good shot at you.

Tim Willits, an id level designer and cutthroat DeathMatcher, has his own variation, which I call the "broken circle-strafe." It's a circle-strafe made up of approximately four or five abrupt stop-and-go arcs. Willits accomplishes this by using the default DOOM mouse configuration (mouse button 3 = strafe). It keeps his left hand free for sandwiches and is deadly enough to get him called various foul names during DeathMatches at id.

The key to circle-strafing is properly coordinating the turn with the sidestep.

Weapons
NG = Nailgun
SNG = Super Nailgun
SSG = Super Shotgun
GL = Grenade Launcher
RL = Rocket Launcher
LT = Lightning

Ammo
CL = Cells
RK = Rockets
SP = Spikes
SS = Shotgun Shells

Health
HL = Health

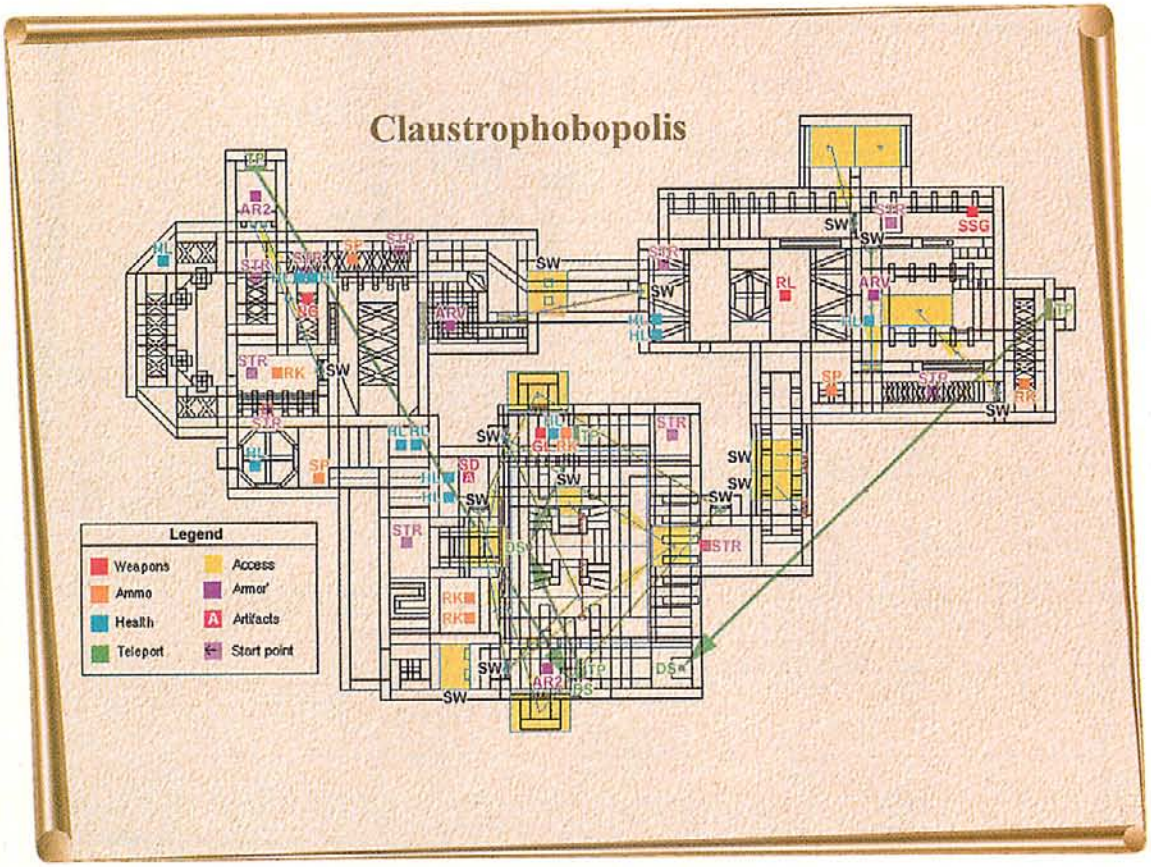
Teleport
DS = Destination
TP = Teleport

Access
DR = Door
SDR = Secret Door
SW = Switch
WW = Walkway

Armor
AR = Armor
AR1 = Armor 1
AR2 = Armor 2
ARV = Armor Inv

Artifacts
IVS = Invisibility
INV = Invulnerability
SD = Super Damage

Start Point
STR = Start Point



THE SEQUEL TO THE AWARD WINNING *HEROES OF MIGHT AND MAGIC*™

LONG LIVE THE KING?

After years of peace under the benevolent rule of Lord Ironfist, the lands of Enroth are again thrust into turmoil. Twin sons, one good one evil, vie for the coveted throne and you must choose which side to support in the coming wars. Will you back the villainous usurper and lead his evil hordes, or be loyal to the righteous prince and lead the armies of light? The choice is yours, the challenge is immense, and the consequence of failure is death!

Heroes of Might and Magic II brings completely new elements to one of the best strategy games of 1995; the first of which is a multi-part, split level campaign. Each scenario in the campaign brings you closer to your goal in this epic struggle of good versus evil. Additional features include two new hero archetypes, Wizard and Necromancer, upgraded multiplayer capabilities, and dozens of new monsters, artifacts and spells.





HEROES of Might and Magic II

THE SUCCESSION WARS

NEW WORLD COMPUTING, INC.

P.O.Box 4302, Hollywood, CA 90078

Circle Reader Service #136

For more information call 1-800-251-9582 or check out http://www.nwcomputing.com

©1996 New World Computing Inc. Heroes of Might and Magic II is a trademark of New World Computing Inc. New World Computing and Might and Magic are registered trademarks of New World Computing, Inc. All rights reserved. All other trademarks belong to their respective holders.

The degree to which you turn with the mouse controls the radius of your circle around the target: The faster you turn in relation to your sidestepping, the tighter your circle ("decreasing-radius circle-strafe"); the slower, the more open ("increasing-radius circle-strafe"). Make adjustments to your circle by integrating forward movement to bring you closer to the kill and by backpedaling to put some distance between you and the target.

"Whip turn" gets you around obstructions with an extremely sharp turn. To do this, you turn and sidestep in the same direction at the same time. It's used much less often that the circle-strafe and variations, but it's always a handy way to keep your moves from becoming too predictable. You can also toss in jumps to make your motion appear even more erratic.

"Fly-by," also called "joust," is devastating both in narrow corridors and open areas. Although it looks like a jousting run

Configuring The Mouse For Quake Success

Mousers don't actually use just the mouse. It's most accurate to say they use a combination of mouse and keyboard. I find it easiest to divide their functions roughly into fire-and-movement, where the mouse controls aiming and shooting, and propulsion, where the keys are used.

Although three-button mice are superior, the sad fact is that their two-button brethren outnumber them overwhelmingly. Because I'm such a promiscuous computer user, never knowing which PC I'll be on next, I've designed my personalized configuration for the more common two-button mouse. (Most people find the default configuration comfortable enough though.) Here's the setup I use:

- Mouse button 1–attack
- Mouse button 2–mouselook
- E–forward (left middle finger)
- D–backward (left middle finger)
- S–sidestep left (left ring finger)
- F–sidestep right (left index finger)
- Spacebar–jump (left thumb)



POWER OUTRAGE Nothing lights up my evenings like a prolonged zap or three. Look at that delicious spray of giblets.

Weapons
NG = Nailgun
SNG = Super Nailgun
SSG = Super Shotgun
GL = Grenade Launcher
RL = Rocket Launcher
LT = Lightning

Ammo
CL = Cells
RK = Rockets
SP = Spikes
SS = Shotgun Shells

Health
HL = Health

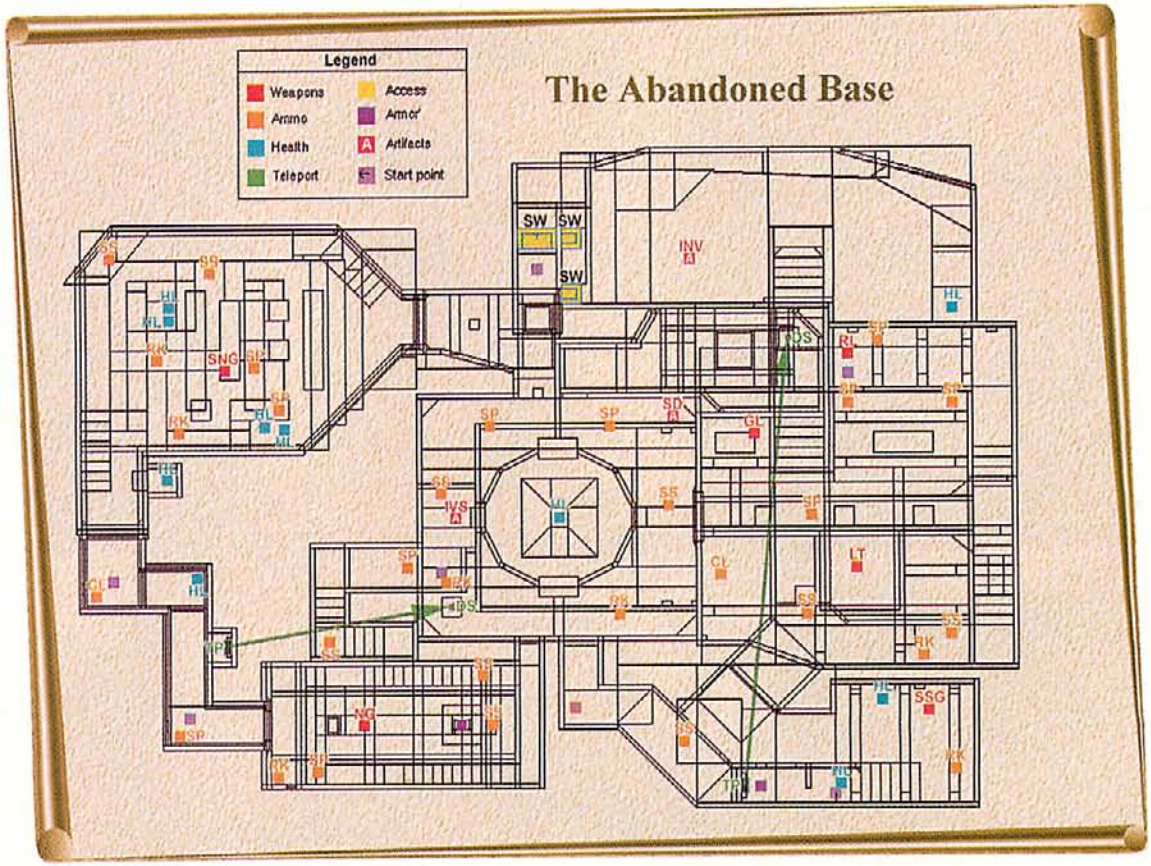
Teleport
DS = Destination
TP = Teleport

Access
DR = Door
SDR = Secret Door
SW = Switch
WW = Walkway

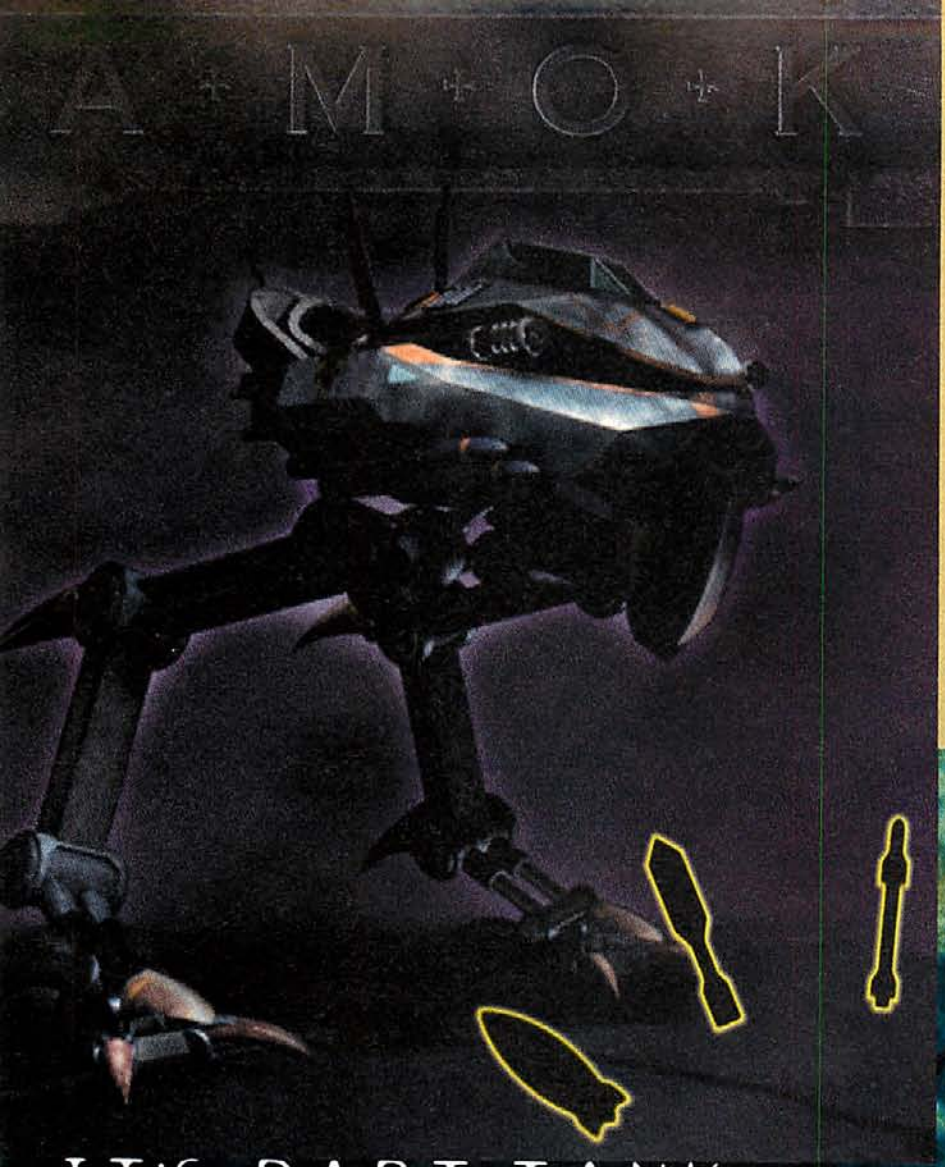
Armor
AR = Arrmor
AR1 = Armor 1
AR2 = Armor 2
ARvV = Armor Inv

Artifacts
IVS = Invisibility
INV = Invulnerability
SD = Super Damage

Start Point
STR = Start Point



A M O K



ABOVE GROUND



UNDER WATER



IT'S PART TANK,
PART SUBMARINE.
AND ULTIMATELY,
ONE FUNKY
LOOKING COFFIN.

TEEN T AGES 13+ ESRB

Amok™ © 1996 Scavenger, Inc. All Rights Reserved. Created and published by Scavenger, Inc. Distributed by GT Interactive Software Corp. All trademarks are the property of their respective companies.

GT Interactive Software

Not All Guns Are Created Equal

Face it: You love firepower, but in Quake, the biggest gun isn't always the best. Select your weapon wisely, or you're doomed.

Many players gravitate to the Nailgun and the Perforator (aka Super Nailgun) for the tremendous rate of fire. The garden-hose effect of flying nails makes deflection shooting much easier. The spike-shooters work best on evasive or fast-moving targets up to midrange.



Rockets and grenades inflict tremendous damage and will injure anyone within their blast radius. Although using combat rockets in close quarters is often suicidal, these puppies are great for long-distance sniping; be sure to hit the F11 key for the handy Zoom In feature. (Note that the rocket's exhaust trail gives away your position.)

The grenade launcher is arguably the trickiest weapon to handle, but because the pineapples detonate immediately on direct contact with humans, developing an accurate grenade toss will earn you lots of respect as well as frags. The grenade launcher is also very handy for bouncing ordnance around corners and clearing small rooms. Bounce pineapples off corridor walls so they land behind you, or toss some off lifts as you're going up. The id programmers call this "leaving a gift."

The Thunderbolt is the crown jewel of the Quake arsenal: Nothing is quite as spectacular as a jagged bolt of lightning toasting all flesh in its path. Swing it side to side and everyone inside its arc gets a searing jolt. Note that the Thunderbolt has a limited range, and it can kill you if you discharge it while you're submerged. The only times you should consider pulling the trigger underwater are when you have the Pentagram of Protection or you will rack up multiple frags–or both.

Many players mistakenly shun the boomsticks. Keep this in mind: In Quake, both the single- and double-barrel scatterguns deliver their loads of buckshot *instantly*. Nails and rockets don't. Plus, either shotgun packs an explosive punch when you're amped on the Quad Damage power-up.

And never, never ignore the ax! I've taken a surprising number of heads with this trusty tool. It's deadliest when you can pin a stunned victim into a corner and take solid whacks. There's no recoil to knock you away from the target, so you spend more time chopping and less time chasing.

(passing close enough to touch shoulders), the fly-by is actually a stretched decreasing-radius circle-strafe followed immediately by an equally stretched increasing-radius circle-strafe. This lets you keep your gun on target throughout the entire pass.

I use the fly-by for terrifying less-experienced players. For many players, the natural reaction is to pivot to line up the crosshairs–generally a fatal mistake, because then they're sitting ducks when I

Weapons
- NG = Nailgun
- SNG = Super Nailgun
- SSG = Super Shotgun
- GL = Grenade Launcher
- RL = Rocket Launcher
- LT = Lightning

Ammo
- CL = Cells
- RK = Rockets
- SP = Spikes
- SS = Shotgun Shells

Health
- HL = Health

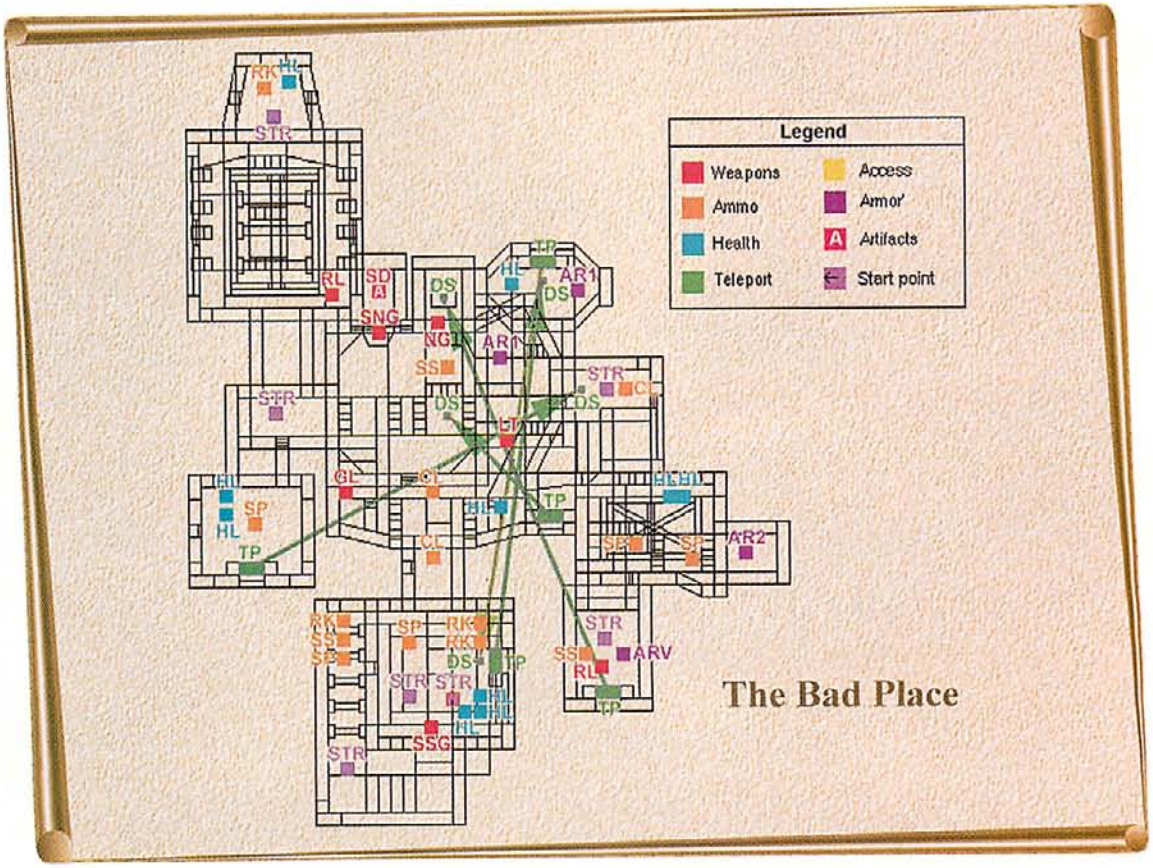
Teleport
- DS = Destination
- TP = Teleport

Access
- DR = Door
- SDR = Secret Door
- SW = Switch
- WW = Walkway

Armor
- AR = Armor
- AR1 = Armor 1
- AR2 = Armor 2
- ARV = Armor Inv

Artifacts
- IVS = Invisibility
- INV = Invulnerability
- SD = Super Damage

Start Point
- STR = Start Point



Species are disappearing all over the UNIVERSE.

No one is safe...

You will be next!

"...revolutionary game design, it may indeed knock fighting fans into another universe of apocalyptic action." — Strategy Plus

- By far, the largest, most detailed foes ever seen in a fighting game. Up to 3/4 of the screen's height.
- Innovative screen panning, zooming, real-time scaling, shadows, and special FX.
- Interactive, animated, and detailed backgrounds that often hide special dangers.
- 8 characters, 2 champions and a nasty surprise.
- Special moves, combos, resurrections, & humiliations.
- Blood sucking, claw slashing, tail whipping, karate kicking, fist ramming, body slamming, blood spurting action — need we say more?



XENOPHAGE

Alien Bloodsport

FormGen INCORPORATED

Developed by Argo Games
Published by Apogee Software, Ltd.
Distributed by FormGen

ARGO GAMES

Software Creations Web BBS (http://www.swcbbs.com)
WWW Site (http://www.apogee1.com)
CIS (Go APOGEE) AOL (Keyword APOGEE)

APOGEE®

Circle Reader Service #247

immediately return for seconds.

Although it's best to finish off your frags one at a time, the chaos that permeates DeathMatch frequently makes it necessary to take on multiple adversaries. A combo good for taking two targets is "Mobius strafe," which looks like a figure eight encircling the two targets. It consists of circle-strafing one player until you reach a point between him and the other player, where you suddenly over-rotate your turn by about 180 degrees and begin a circle-strafe in the opposite direction.



CRANIAL CUCARACHA The House of Chthon is a great level for jumping onto an opponent's head, aiming straight down and administering a terminal migraine.

My favorite mouse maneuver is also the most obnoxious–and therefore gratifying–way to slap another player across the face. If someone is hot on your tail, flip an "up yours": Spin 180 degrees as you cease forward motion, and then run backward with both barrels up your surprised pursuer's nostrils. It instantly morphs their moment of imminent glory into a humiliating spanking.

GOING OVER THE EDGE

These fancy moves deserve equally extreme tactics. Some hardcore veterans use the "rocket assist" for super-high jumps to reach goodies or prime sniper positions. Simply run forward, look down at your feet, jump, and then launch a rocket into the ground directly beneath you. Definitely make sure you have enough health and armor to survive this

Plant Trees for America™



Trees provide food, shelter, and nesting sites for songbirds.

Trees increase property values, and make our homes and neighborhoods more livable.

Trees help conserve energy. They cool our homes and entire cities in the summer, and slow cold winter winds. Shade trees and windbreaks can cut home utility bills 15-35%.

Trees clear the air we breathe. They provide life-giving oxygen while they remove particulates from the air and reduce atmospheric carbon dioxide.

America needs more trees

The United States has lost a third of its forest cover in the last 200 years.

Our towns should have twice as many street trees as they have today.

We need more trees around our homes and throughout our communities. We need more trees to protect our farm fields and our rivers and streams. To provide wood for our homes and a thousand products we use every day.

10 Free Trees

Ten Colorado blue spruces, or other conifers selected to grow in your area will be given to each person who joins the Arbor Day Foundation.

Your trees will be shipped postpaid at the right time for planting in your area, February through May in the spring or October through mid December in the fall. The six to twelve inch trees are guaranteed to grow, or they will be replaced free.

To become a member and to receive your free trees, send a $10 membership contribution to Ten Blue Spruces, National Arbor Day Foundation, 100 Arbor Avenue, Nebraska City, NE 68410.



Join today, and plant your Trees for America!

The National Arbor Day Foundation

stunt–either the Mega Health or Pentagram of Protection power-ups will do nicely.

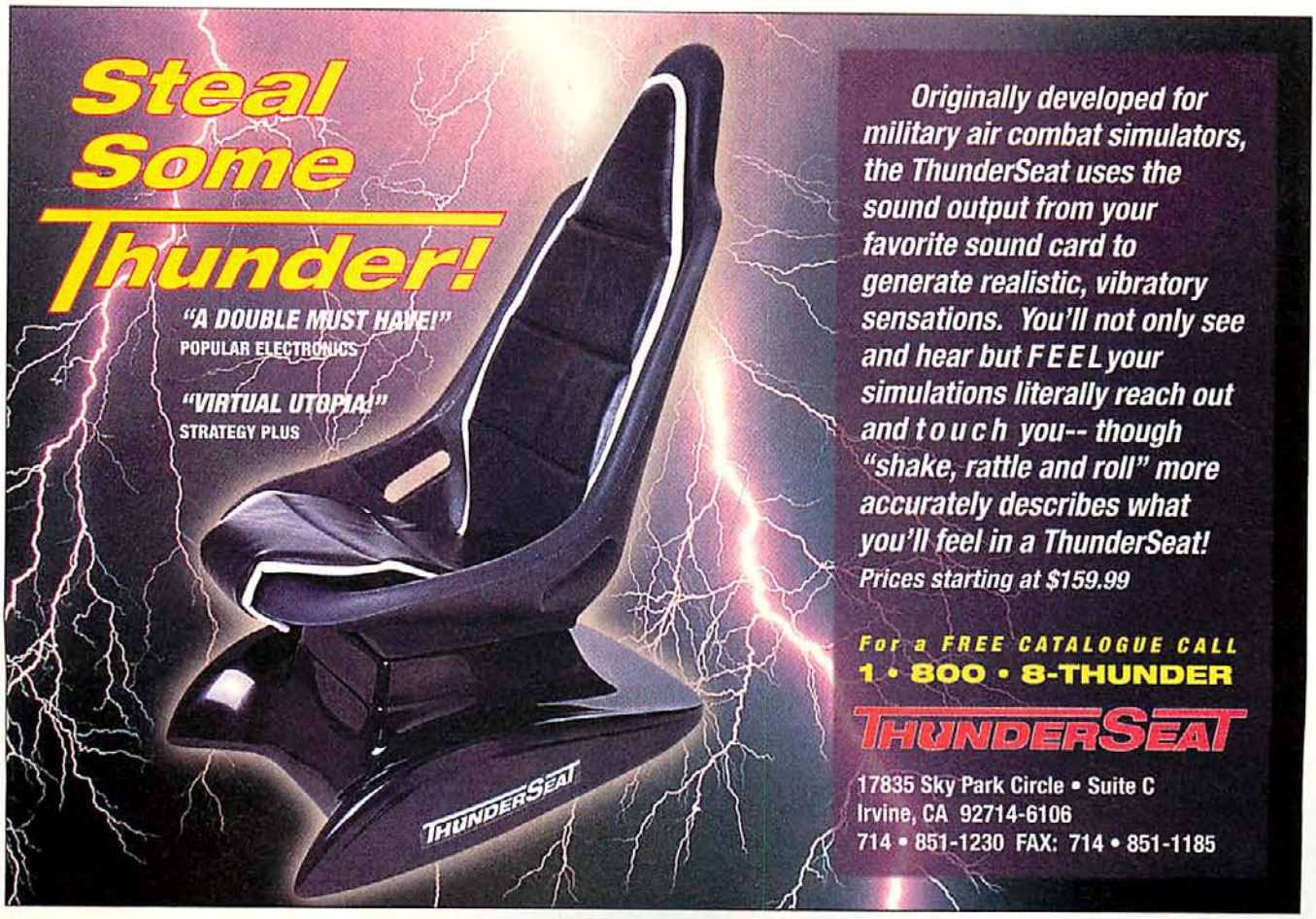
A brutal tactic I like to use–which John Cash, id's "network guy" and a top-flight DeathMatcher, calls the "Hug of Death"–comes in handy when you're near death and refuse to flee from someone bent on blowing you away with explosives. Charge the attacker and hope for a point-blank blast that incinerates him as well. It's almost as satisfying as dispatching someone when you're down to only two percent health.

My absolute favorite is something I call the "SkullCracker." According to Cash, the id boys love this one, especially on the House of Chthon level. If someone is in a corner, leap onto his head, stand there as he wonders where you went, and then blast loads of buckshot straight down into the victim's brainpan. The poor soul generally doesn't realize what's going on until he crumples to the ground and you're doing a jig on his corpse.



I'M THE AXE MAN The axe has three good qualities: it won't push your enemy away, it won't flash like a gun and reveal your position, and it is the best weapon for humiliating your friends.

Don't worry if none of these pointers feel comfortable for your style of play. As you improve your DeathMatch skills, you'll find yourself unconsciously incorporating many of them anyway. Besides, the only true rule is to have fun, and in QUAKE DeathMatch, that's expressed in the official mantra: "Kill 'em all!"



Circle Reader Service #121


STARK
TWO SUPER HEROES
TWO COMIC UNIVERSES
ONE HEAVY-DUTY CRISIS
ARMOR-PLA

TOTAL ALL-OUT WARFARE



LEGIONS OF MARVEL AND ACCLAIM SUPER-VILLAINS

KILLER 3-D RENDERED GRAPHICS

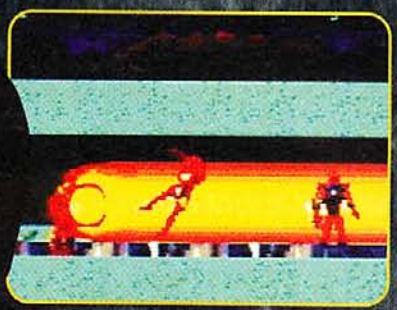




FLY.
BLAST.
DESTROY.

360° OF FIREPOWER

TED APOCALYPSE!







IRON MAN™ X-O MANOWAR™ IN HEAVY METAL

DOS CD-ROM

Circle Reader Service #65

THE SOFTWARE IN THIS ADVERTISEMENT IS RATED FROM KIDS TO ADULTS TO TEEN BY THE ESRB.

Marvel Comics, Iron Man, Titania, Melter, Mr. Hyde, Yellow Jacket, Goliath, Absorbing Man, Doughboy, Blackout, Zola's Freaks, Amim Zola, Baron Zemo, and the distinctive likenesses thereof are trademarks of Marvel Characters, Inc. and are used with permission. © 1996 Marvel Characters, Inc. All rights reserved. X-O Manowar ™ & © 1996 Acclaim Comics Inc. Acclaim is a division and registered trademark of Acclaim Entertainment, Inc. ® & © 1996 Acclaim Entertainment, Inc. All rights reserved.

MARVEL COMICS

VALIANT

Acclaim® entertainment inc.

www.acclaimnation.com



The good news is, you've just inherited an island resort from your dead uncle.

The bad news is, your uncle was one twisted son of a bitch.

EXPLORE *the* INSANITY

GT Interactive, in conjunction with Tribeca Interactive, presents 9

Executive Producers Robert DeNiro & Jane Rosenthal With the voices of Cher as Isadora, Christopher Reeve as Thurston Last, James Belushi as Salty and Steven Tyler & Joe Perry of Aerosmith as The Toxic Twins. Produced by Buzz Hays & Peter Rosenthal Art Direction by Mark Ryden.

GT Interactive Software

CD-ROM

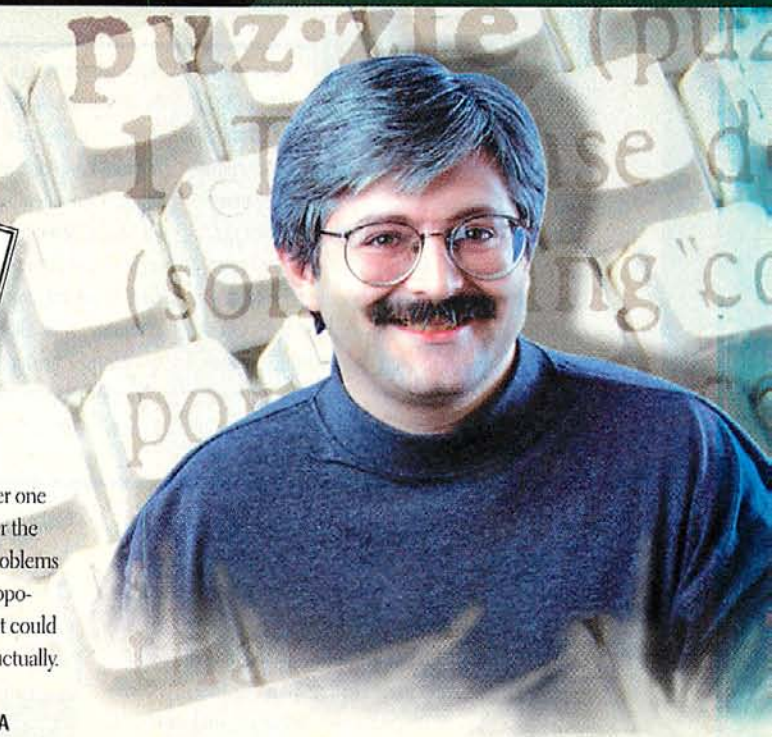
KIDS TO ADULTS

CD-ROM FOR THE PC AND MAC ™ ©1996 Tribeca Interactive, Inc. All Rights Reserved. Created by Tribeca Interactive, Inc. Distributed by GT Interactive Software Corp. Mac® is a registered trademark of Apple Computer, Inc. All other trademarks are the property of their respective companies.

Pawn to Infinity

CG CHOICE

Chessmaster 5000 Makes Its Move



Throughout the past decade, Chess programs have found clever ways to be competitive. SARGON assigned string variables to squares, a creative way of differentiating their importance. BATTLE CHESS brought animation and a sense of humor to the genre (see this month's Hall of Fame, on pg. 232). And every other month, it seems as though some new chess program proclaims itself as the strongest of all time, with the greatest number of features: "See our unparalleled Chess database, with all 2700 games from the match between the Caliph of Baghdad and Marco Polo; plus the Chosen Ones versus the Infidels classic tournament of 1186." Amidst this increasingly cutthroat competition, the CHESSMASTER series has been an oasis of quality, selling over one million copies. When you consider the excellent tutorials, tough Chess problems and many and varied computer opponents that CM4000 boasted–what could be left for this new version? A lot, actually.

"KASPAROV IS LOWER THAN A DOG."–*BOBBY FISCHER, 1993*

CM5000's Chess engine is now 32-bit and optimized for stronger play when using any Pentium chip. Yet with the more powerful engine comes a welcome increase in the number of low-to-medium range opponents for average players. These opponents–Moderate, Light, Easy, Kamikaze and other boring but descriptive names–play a lot like the rank-and-file players you tend to meet in weekend Chess tournaments: They can sometimes come up with near-brilliant combinations, then lose their way in moderately difficult Rook ending. These mid-level opponents offer a good starting point—better than consistently losing to expert players and getting demoralized.



IS IT MY MOVE? Dream match-ups can be recreated easily–imagine the calm Morphy versus the fiery Alekhine, with Fischer time controls.

CM5000's greatest attribute, though, is the variety of computer opponents based on styles of Grandmasters past and present. Here, you can see how that never-played match between the classic style of Fischer and the bold, adventurous play of Kasparov might really turn out, or simply pit your own style against "Spassky" or "Karpov." Over 70 GM styles are included, from the eccentric Bird to the nervous Nimzovitch, with the opening books for each specifically tuned to accentuate that player's particular style. Adolf Anderssen's flair is unmistakable, as he attempts to ensnare your pieces in wild, attacking King's Gambits. Capablanca elegantly simplifies to a superior endgame, while Alekhine tries to complicate even the

> **"CM5000 is simply the best program ever designed for the mainstream chess player."**

CHECK!

▸Mindscape has rather ambitious plans to bring CHESSMASTER 5000 online, and part of this scheme is already up and running. Anyone who enjoys a bit of pawn-pushing should visit **http://www.chessmasternetwork.com**, which (if you can manage to type it in correctly) is one of the best gaming Web sites we've seen. California State Chess champion and National Master Curt Schilling is a frequent contributor, as is the president of the California Chess Association. One of the more controversial threads currently running is a list of the top 10 Chess Masters of all time. In addition to the expected pull for Bobby Fischer, there is a surprising amount of support for Tigran Petrosian. Whether or not you recognize the names, drop in. The comments are well informed and far more civil than on many gaming Web sites.

TERRY COLEMAN

CG TIPS!

▶Normally, one of the best ways to improve your play *isn't* simply to play lightning-speed chess. But there's an exception: play "Dr. Pepper" Chess of "10-2-4" instead. Give yourself 10 minutes for the entire game, and a stronger computer opponent only 2 minutes, then play a four-game match, alternating colors. Save your games and use the CM5000 auto-annotator feature to find flaws and improve your play. When you reach the point where you're winning the majority of these games, give yourself only 5 minutes–until you can tackle the computer on a equal-time footing. Then move on to a tougher opponent.

▶If you're having trouble making headway against the Grandmaster personalities, try turning off the computer's opening book. **Warning**: This will not work as well against the Morphy or Capablanca styles, which depend more on natural moves than hard-coded "memorization."

▶If you've taken the full install option, it isn't strictly necessary to have the CD-ROM in the drive to play a game. But the program does check for the CD before loading, so that you can use the opening library editor, etc. If you have another CD, such as an audio CD, in the drive, the program won't load. So wait to load your "Ferrante & Teicher's 10 Great Chess Themes" until after you've launched CM5000.

▶You really need at least a Pentium 90 to get the full use of the program, and we recommend at least 16 MB of RAM.

most quiet position. Morphy's pieces seem to effortlessly find just the right squares to maximize their mobility. Fischer, it seems, does everything well.

If you somehow manage to tire of these opponents (more than six dozen), you can design your own, adjusting such attributes as playing strength, mobility, control of the center, King safety, and how the computer player values each piece. Advanced players will find that while the GM styles may lack the endgame savvy of a real-life Fischer or Capablanca, the endgame AI is improved over that of CM4000.

MY RATING IS WHAT?

One of the few weaknesses in CM5000 is the rating system for human players. You can play game after game against quality competition, yet the only way the program rates your progress is in how you match moves from classic GM games in a quiz format. If you were a poor student, but knew Capablanca's games, you would be rated higher by the computer than you deserve–setting you up for some disappointment in live play against a correctly rated human.

On the plus side, the tutorials are much improved over CM4000; they form a library of sorts that takes you from the simplest rules of Chess to intermediate concepts such as open files and the importance of the 7th rank. Passed pawns, pawn structure and weak versus strong squares, in particular, are explained in concise, clear language–a big departure from most Chess books, let alone Chess software. GM John Nunn chimes in with his favorite Chess problems, and GM Yasser Seirawan–the only American player in the last 20 years to qualify for the Candidates' pre-world championship cycle–discusses advanced tactical and strategic themes, then illustrates them with the 1993 Game of the Year between Kasparov and Karpov. Simply wonderful stuff for any level of chessplayer.



SNAP THE STALK CM 5000 lets you practice against odd repertoires, such as the Corn Stalk and Fred openings. Once you find ways to exploit weak opening play like this, your entire game will improve.

FATHER TIME COMES CALLING

As expected, CM5000 supports a number of stunning Chess sets and boards, with the true-perspective view coming very close to that of a physical board and pieces. Still, it's the gameplay functions that outshine the chrome. Time controls, for example, can be set for the usual moves/minute, moves/game, total time/game, or you can use the new Fischer clock, which adds 3 seconds for each move you make. Alternatively, you can play "hourglass," where the less time your opponent uses, the less you have to use–tense stuff, indeed.

In the end, there's little to find fault with in CM5000. Your favorite GM isn't included? Recreate his style with the handy editor. Tired of sparring with the computer? Play a human over network, modem or Internet–all are supported. Sure, the MIDI tunes could stand improvement, and CM5000 isn't likely to take out Kasparov anytime soon. Then again, Big Blue didn't fare so well against Garry, either. Maybe there's hope for all of us Chess-playing humans–especially when we can improve with quality software like CM5000.

This is Terry Coleman's farewell Classics & Puzzles column, as he hands the reins over to longtime CGW contributing editor Charles Ardai. Terry's opinions may still be found in the Strategy/Wargames column each month.



Price: $54.99
Required: 486-66 or better, Windows 95, 8 MB RAM, SVGA graphics, Windows compatible sound.
of Players: 1-2; modem, network, Internet.
Publisher: Mindscape
Novato, CA
(800) 234-3088
Reader Service #: 327

▶APPEAL: Anyone who loves Chess.

▶PROS: Wonderful tutorials, luscious graphics and the best array of computer opponents in the business, plus multiplayer support.

▶CONS: The MIDI music is lackluster. It would be nice to see a realistic rating system.

CG RATED ★★★★★

Paradise is a place where
ice cream makes you thinner, your photon torpedoes
never miss their targets, and every computer has 3D,
real-time video and an FM radio.



Paradise is a place

A sonic boom for game players. And more.

Anyone who's ever glued their eyes to a computer game knows that it's a lot more fun to play when your ears come along for the ride. So why settle for wimpy sound when the Paradise® Sound & Radio Card gives you big, brawny, movie-theater sound?

And that's not all. For the price of an ordinary sound card, Paradise adds a built-in FM tuner. So while you surf the Net, you can actually listen to radio stations on your PC.



Even when you're not playing the radio, Paradise turns your PC into an audio powerhouse. Whatever you play or record – games, software or multimedia – Paradise makes it sound bigger and better.

Already have a sound card? No problem, buy just the radio card. There's also a high-end version with 128 voices and sound samples you can use to create and record your own sounds. Whichever one you go for, a quick-install guide makes it easy to plug and play. So tune in, turn on. This is Paradise.

PARADISE is a registered trademark of Philips Electronics North America Corporation.
Other trademarks may be mentioned herein that belong to other companies. ©1998 Philips Electronics North America Corporation. All rights reserved.

that comes in a box.

Easy-to-use 3D power and real-time video.

The world is going 3D. Why is your computer stuck in the second dimension? With the new Paradise accelerator card, it's never been easier to upgrade to 3D. And, because it's based on today's hottest 3D technology, Paradise turns your PC into an experience that'll make your eyes pop.

With Paradise, those small, jerky images will be a distant memory – because the card has an MPEG accelerator for full-screen, full-motion video. Download a film clip from the Net, and it's just as good as watching it on TV.



In fact, you'll get better performance when you run just about all your Windows® applications. And, because Paradise integrates MPEG, 3D and 2D Windows acceleration in a single card, you'll drive a far more souped-up machine with just one easy-install upgrade.

But hey, nice things are *supposed* to happen in Paradise.

PARADISE®

Designed for Microsoft Windows 95

Let's make things better.

PHILIPS

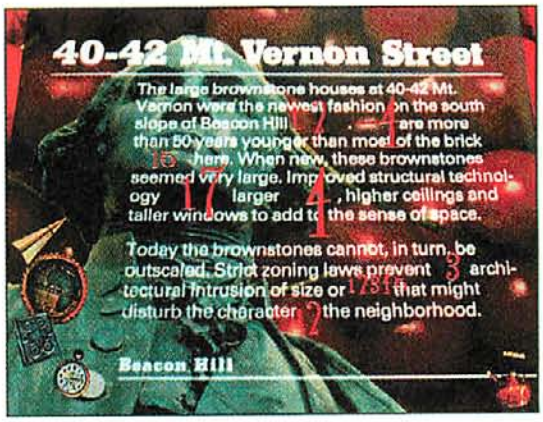
Circle Reader Service #297

DIFFICULTY LEVEL: EASY / INTERMEDIATE / ADVANCED

Still Life With Trill

Treasure Quest Is No Charmer In The Dell Puzzlebook Tradition

by Arinn Dembo



I HATE GEOMETRIC PROOFS It isn't enough to have the answer. To win the prize, you have to show your work!

There's an old saying: "Everyone is always complaining about the weather, but no one ever does anything about it." Likewise, everyone's always saying that they want to see something new in computer gaming, but how often do we get a product we've never seen before? It isn't just that the industry uses the same basic plots over and over again, and it isn't just that the same themes are constantly recycled. The real issue is that virtually any game you see on the shelf is part of some prior tradition; it's very rare to see a whole new type of game, one that doesn't fit into any known category.



Price: $49.99
System Requirements: IBM compatible 486-33 or better, 8 MB RAM, 10 MB hard drive space, SVGA graphics, Windows 3.1 or better, 2x CD-ROM, Sound Blaster-compatible sound card.
Protection: None (CD must be in drive)
Designer: Soggy In Seattle
Publisher: Sirius Publishing Scottsdale, AZ (602) 951-3288
Reader Service #: 319

TREASURE QUEST genuinely tries to be a new breed of cat, both in game design and in public relations, with its "Solve the Mystery, Win One Million Dollars" slogan. Even those of us who wouldn't ordinarily be interested in a "multimedia mystery challenge" might have found the idea attractive. Those still unsure might be enticed by the lovely "host," Terry Farrell–better known as Lieutenant Dax on *Star Trek: Deep Space 9*. Despite this dubious chrome, however, TREASURE QUEST doesn't have much to offer.

LOOK BUT DON'T TOUCH

So, what exactly is a "multimedia mystery challenge?" Well, if you've ever sat down on a commuter train with the latest book of Dell pencil puzzles and a ballpoint pen, and you suddenly found yourself thinking, "Hey! What this really needs is a CD-ROM version!" then TREASURE QUEST might briefly hold your attention. Clicking through this game is much like flipping through a puzzle book. As you pass from screen to screen, you encounter all the classics of the genre: cryptograms, word searches, riddles, puns, fill-in-the-blanks, obscure hints.

The premise here is that you are a student of linguistics. Your favorite professor, Jonathan William Faulkner, has just died, and he's turned his house into a giant enigma. His entire fortune–a million dollars–will go to the person who solves said enigma. There are 10 rooms in the mansion, and each of them has been carefully arranged to suggest a quotation: not necessarily a famous one, just a meaningful sentence or phrase. Every object, every sound, every strain of music is a clue. When you have discovered the quotations for all 10 rooms, you may be able to solve the final mystery of the game, which probably has something to do with the one puzzle that the professor was never able to solve in life: that is, who murdered his lover, many years ago, and why?

In the course of "solving the mystery," you are asked to unravel seemingly endless screens of audiovisual encryption, each scrambled message more incomprehensible than the last. You begin the game in the professor's den. As you progress, you find hotspots that access the other rooms of the house. Every screen is a collage of clues to some puzzle or another. The rooms are not rendered in three dimensions; they aren't like the rooms or screens of a standard computer game, which capture a sense of space. Instead, each room is a landscape of ideas, with photographs, quotations, words and puzzles all pasted



LAX DAX The advice from Terry Farrell isn't helpful, and her fans probably already have better shots of her downloaded from the Internet.

TEST YOUR METTLE!

BATTLE OF THE IRONCLADS™

Coming in September!

An accurate, riveting first-person simulation of the Civil War battle between the Monitor and the Merrimack, America's first clash of Ironclad warships.



You're captain of the Merrimack, the Confederacy's gamble on future technology: a seemingly indestructible ironclad warship. Union gunfire bounces harmlessly off your metal sides. You've rammed and sunk the wooden warship Cumberland; the Congress is scorching the late afternoon sky. The waters of Hampton Roads are littered with bodies and debris. You're bearing down on the ailing Minnesota for your third kill of the day.

Hidden in the shadows of the foundering Minnesota is the Union's version of an ironclad, the Monitor. Smaller and more maneuverable, but with less gunpower, your nemesis awaits. Your epic appointment with destiny is about to begin. The greatest naval battle of the Civil War: the world's first clash of two IRONCLADS.



View From The Monitor

These exciting features put you right in the middle of the action!

- Historical detail enriched by actual logs, notes and letters
- Battle scenes recreated from historically accurate maps and charts
- Multiple modes of play
- Full 3-D reconstruction of both ships based on original blueprints
- Live actors in accurate period costume
- Simple, uncomplicated interface

CD ROM

GROLIER INTERACTIVE INC.

Grolier Interactive Inc. Danbury, CT 06816
(203) 797-3530. Internet: http://www.grolier.com

Treasure Quest: The Official Resource Guide

If you think the "Official Guide" might shed some light on the million-dollar prize, think again. For your $20 you get: 31 pages of lyrics and music to the songs on the soundtrack, and a list of songs by room; 9 pages of background on "the Professor's lost love"; 14 pages of Terry Farrell's "spirit guide" dialogue; 26 pages of audio clues with screenshots; 5 pages on how to use Win 95's screen capture utility to make "maps" of each room; 7 pages of information on Sirius Publishing's Internet access service; 17 pages on the video utility that comes with TREASURE QUEST—all in only 158 pages!



Given the overall snake-oil flavor of the *Treasure Quest* experience, I wasn't surprised that the "Resource Guide" was 20 bucks' worth of hot air. What did surprise me, was that the book was authored by Steve Schwartz, a seasoned professional in the field, and that it was put out by Prima Publishing—which supplies hint books for many good computer games. I expected better from them.

Only 24 of the pages are genuinely useful. Pages 40 to 64 partially solve one of TREASURE QUEST's puzzles, give some explanation of how the game works, and provide paper copies of some (but not all!) of the game's pencil puzzles. If the whole book had been like this, and if Prima had printed each of the game's puzzles and clues, the guide would be helpful. We all understand that you can't just give us a walk-through—there *is* a million dollars involved. As it stands, however, this $20 white elephant just adds insult to injury; with so little new to offer, it could have been a *lot cheaper*.

If you can't get a refund, and you're determined to finish TREASURE QUEST at any cost, this book might help. Personally, I think that a Viking funeral for the game and all associated materials would be more therapeutic.

on top of one another.

It's possible that this idea could have been made at least mildly amusing by a team of good, professional game designers. Yet TREASURE QUEST is just another tedious experiment in multimedia, filled with sound bites and brief, noninteractive walk-ons from Terry Farrell. Your only option is to click through the screens, looking for hotspots that allow you to move on to other screens, and occasionally type in the solution to a puzzle. Playing this game takes a lot of work with a pencil and paper. There are several word searches and cryptograms, and you have to copy each one,

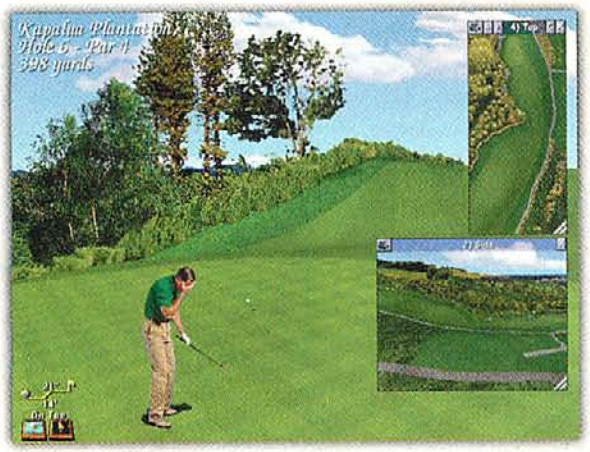


NEW LINKS LS: TOUR WITH THE LEGENDS IN SPORTS

What's New About Links LS? Every Leaf, Every Contour, Every Chirp...



...Up to 16.7 Million Colors– New Links LS has unlimited screen resolutions and up to 16.7 million colors—resolution independent means that Links LS can match any monitor's maximum viewing capabilities (even 1600x1200 and higher) and up to 16.7 million colors means the finest in color quality possible. You've simply never seen any golf simulation software this good!



Features include new Post-Shot Reactions and Multiple Views!

...The Most Realistic Golf Simulation EVER– The totally new terrain rendering engine and ball flight give Links LS a realism never before achieved in the gaming industry. As Links has always done, we render not just the hole itself but the entire course and more—you literally can hit your ball a half-mile out of bounds! Now, authentic ground, sand, and grass textures combine with dynamic shadows and fog, to give you a course so lifelike you can almost feel the wet grass! Our engineers have reworked the ball dynamics giving you true-to-life ball flight. Fade your drive just like the pros or watch as your high arching wedge shot actually backs up on the green.

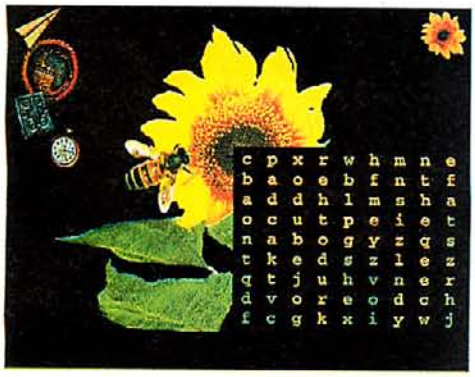
...Arnold Palmer– Arnold Palmer at Latrobe—the first in our Tour Player Series, delivers far more than 18 holes of golf. The Arnold Palmer experience includes a virtual reality tour of Arnie's workshop, office and trophy room. Roam freely in 360 degrees and examine the tools of the trade behind the legend. Listen to Mr. Palmer give insights and recollections about his PGA and Senior PGA tours through Access Software's exclusive multimedia footage. Then tee off *as* or *against* the digitized Arnold Palmer, who not only looks & sounds exactly like Arnie, but plays with the same style and tenacity that defined the Legendary Grand Master of Golf.

...Kapalua– Resting on the wind-swept plains of the Golf Coast, two glorious Hawaiian Island courses have been selected to inaugurate Links LS as the first in the series of Resort Courses. The Arnold Palmer-designed Kapalua Village Course has a distinctly European flavor and a commanding view of the West Maui mountains. The 7,263 yard Kapalua Plantation Course showcases expansive slopes, deep valleys and unique native vegetation.

For more info, call 1-800-800-4880



Circle Reader Service #248



MULTIMEDIOCRE It's ludicrous to have puzzles on CD-ROM that you must use a pen and paper to solve.

because you don't get the chance to work with them on the screen. You can't use the cursor to circle words on a word search or copy a cryptogram to the game's "notebook" so that you can fiddle with it. There are no puzzles that involve the manipulation of objects. Your mouse is nothing but a page-turning device. You have to work even to turn the pages, the cursor doesn't change when you pass over a hotspot. You have to click at random to find each one. Thus, this CD-ROM is actually *inferior* to a puzzle book–you can't write in it or turn the pages freely. It's look-but-don't-touch multimedia, the very worst kind.

TAKE THE MONEY AND RUN

The only thing that this game has going for it is the cash prize, and even that's marred by four pages' worth of rules and conditions. You see, "solving the mystery" of this game doesn't involve just writing down the quote for each room and the final solution: You also have to turn in an essay of 1,000 words, minimum, explaining how you derived your solutions from the available clues. Furthermore, in the event of a tie–if two people turn in the correct solutions by certified mail on the same day–the tie will be broken by grading the respective essays for content, deductive reasoning and intuitiveness.

If you're just looking for entertainment, you may want to take your quest elsewhere; this hybrid of computer gaming and puzzle book traditions is sterile — far more successful as an experiment in marketing than as a game. TREASURE QUEST is a real novelty, all right–and playing it is enough to turn anyone into a born-again conservative. CG

APPEAL: For Dell Pencil Puzzlebook fans with immense patience.

PROS: Lots of pretty pictures, and it didn't crash.

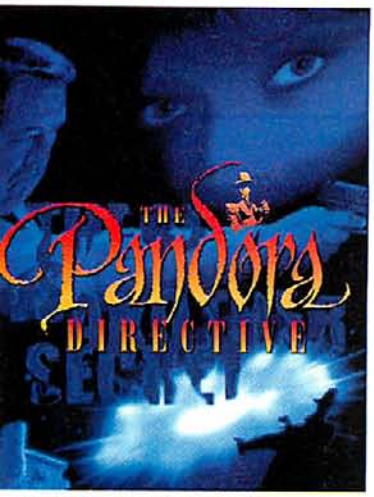
CONS: About as much fun as making paint dry by blowing on it through a straw...

CG RATED ★

2 LEVELS OF PLAY · 3 NARRATIVE PATHS · 7 DIFFERENT ENDINGS · THE Pandora DIRECTIVE · 23 UNIQUE CHARACTERS · 58 PLAYABLE ROOMS · 360 DEGREES OF FREEDOM

THE PANDORA DIRECTIVE: PLAY IT AGAIN, AND AGAIN...

Tex Murphy returns in the most replayable interactive movie ever made!



An Enormous Six-CD Cinematic Epic!

The Story– What is the truth behind the rumored UFO crash at Roswell, New Mexico? Why did the military suddenly shut down and seal off the Roswell complex? And why the frequent references to the lost Mayan civilization? It starts out like a hundred other cases. $500 a day (plus expenses) to track down a missing person. As you pick up Thomas Malloy's trail, you realize you're not the only one looking for him. By the time you discover that he's ex-military and knows what really happened on July 6, 1947, it's too late. The government's biggest secret is loose and you're trapped in a deadly game of cat and mouse with the most powerful and ruthless agency in the world. Based on the novel by Aaron Conners.



The Features– The most replayability of any interactive movie to date! Follow one of *three* narrative paths leading to *seven* different endings. Choose between *two* levels of play. The first level offers a complete on-line hint system to help you through the tougher puzzles. The second level—for expert gamers—has no hints available, but rewards players with higher bonus points, extra puzzles and locations. Our unique "Virtual World" engine allows you to slip under desks, rifle through drawers, and see the flies tanning in the light fixtures. Without the restrictions of rendered paths, you can explore Tex's three-dimensional world with full freedom of movement.



The Cast– Enjoy the difference Hollywood cinematography, acting, editing, stunt work, music, and direction make as the world of Tex Murphy becomes amazingly real. Starring Barry Corbin (*Northern Exposure, War Games*), Tanya Roberts (*View to a Kill, Beastmaster*), Kevin McCarthy (*Invasion of the Body Snatchers, Just Cause*), and Chris Jones (*Under a Killing Moon, Martian Memorandum, Mean Streets*) as Tex Murphy. Directed by Adrian Carr (*Quigly Down Under, Man from Snowy River, The Power Rangers*). Original music by Richie Havens and Nicole Tindall.

For more info, call 1-800-800-4880







ACCESS SOFTWARE INCORPORATED

DIFFICULTY LEVEL: EASY / INTERMEDIATE / ADVANCED

Escher-A-Sketch

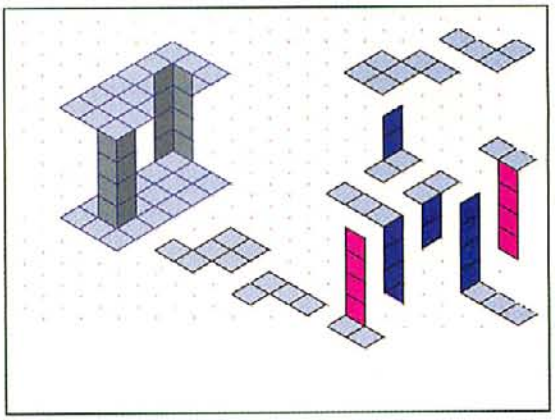
Escher's Work Confounds And Delights On New CD-ROM

by Allen L. Greenberg

The works of M. C. Escher stand firmly at the intersection of art and science, and it is precisely this tension that ESCHER INTERACTIVE: ART OF THE INFINITE explores. This is no screen-saver, and puzzle fanatics will find a hidden treasure here amidst the artistic displays and curios.

Escher has been infinitely popular in the United States since his work was introduced by both *Time* and *Life* magazines in 1951. His familiar, eye-catching lithographs and drawings have easily found their way into the human collective conscious (and subconscious). Arguably the most popular of Escher's works are his "tessellations," or mosaics, in which a plane is divided into metamorphosing, interlocking figurative shapes. There are also his absurd realizations of impossible views linked together into one scene, such as staircases that both descend and ascend at the same time.

ESCHER INTERACTIVE presents a wonderful overview, with over 600 samples of the artist's work–many of which include recorded comments by Escher himself. Certain "spherical" drawings may be examined in magnification to the full extent of the program's resolution. Other designs have been disassembled into blocks, forming puzzles that are clearly impossible to reassemble, at least in this universe.



LEANING TOWERS Only Escher could take something so simple as a pair of columns and transform them into an interesting perspective puzzle.



VEXED & CONVEXED Determining concave/convex relationships—an Escher trademark—is even more difficult under time pressure.

PATENTED PATTERNS

Breaking down certain patterns, it is possible to watch individual pieces make their fascinating transformations. There are so many patterns upon which the artist has worked his magic that the selection of pieces is quite impressive. Finally, you are invited to audaciously take hold of the pieces, as though you were using a drawing program, and subject them to transformation or mutilation. The resultant mutation may then be printed out as proof that nothing is eternal.

One of the program's hidden challenges is being able to interpret perspective. There are some "magic" pictures in which the user is encouraged to find the three-dimensional figure hiding amid other details.

Finally, there is also a brilliant little puzzle game in that the user must decide whether a surface is convex or concave, based on other objects which may be resting on it, in it or attached to it. It's not at all an easy task, and there is more than one level of difficulty. A time limit increases the pressure as you decide whether you are staring at an outer wall or the inside of a cube. Can you then lean a ladder against it? Or hang a fixture from a wall? Perhaps the images are completely incompatible!

Escher's life, history and background are covered, as well, with use of video and narration, just to complete the presentation. Anyone who appreciates the artist's work will enjoy ESCHER INTERACTIVE, as will those with an eye for the unusual. Think of it as a stroll through an imaginary and interactive Escher museum. CG



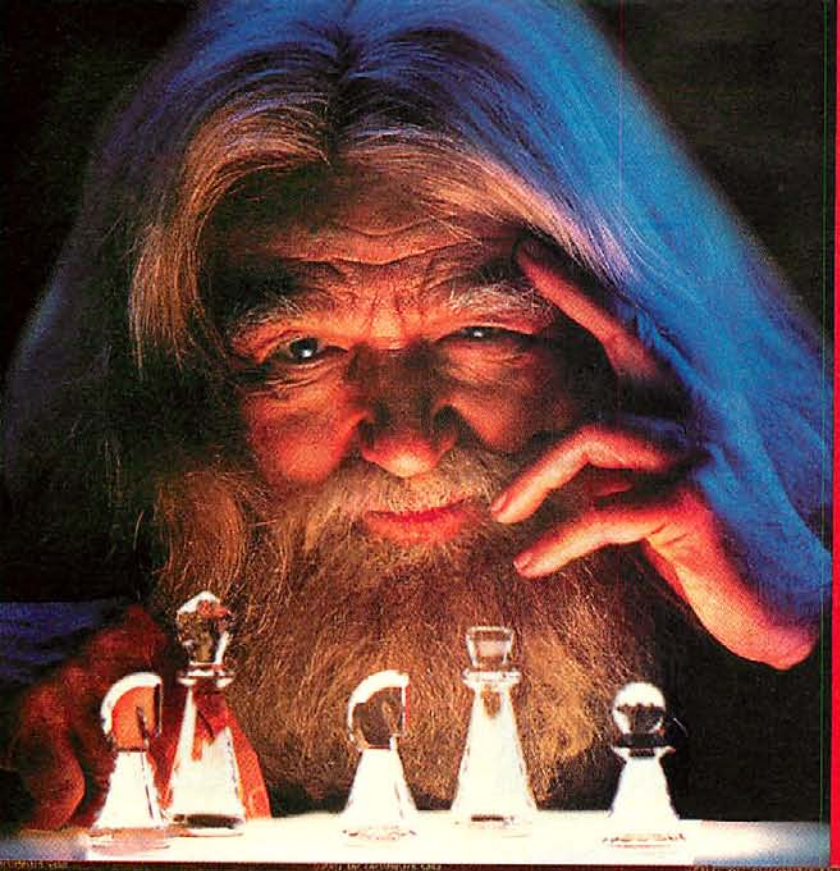
Price: $39.99
System Requirements: IBM 486-66 or better processor, 8 MB RAM, Windows 3.1 or better, 1 MB hard drive space, SVGA graphics, 2x CD-ROM, Windows-compatible sound card, mouse.
Protection: None (CD must be in drive)
Designer: Eyeware Interactive
Publisher: Byron Preiss Multimedia
New York, NY
(212) 989-6252
Reader Service #: 320

APPEAL: Anyone fascinated by Escher's genius will find plenty of entertainment value here.

PROS: Escher's works are displayed with style, and the puzzle game is nicely integrated into the presentation. The best multimedia product yet from Byron Preiss.

CONS: Even with Escher's own comments, the treatment has trouble keeping up with the deep art; many drawings and lithographs are displayed with no background.

CG RATED ★★★★



THE GREATEST CHESSMASTER® OF ALL TIME CAN COACH YOU OR CRUSH YOU. IT'S YOUR MOVE.



A 27,000 game database lets you relive, replay or revise every move of famous matches like Fischer vs. Spassky.



Battle real-life experts or, if you choose, edit their playing style just for fun.



Pick your 3D chess set. The Chessmaster® has ten new ones and 13 classics.



More than 20 tutorial modules, from beginner to advanced, help you improve your game.

For over ten years, Chessmaster has reigned as the leader with the right moves. And now, he's got even more.

For experts, the big challenge is the raw power of a **new 32-bit Windows 95 chess engine** – even more powerful than the program that beat three grand masters at the 1995 Harvard Cup. For beginners, the Chessmaster guides players of all skill levels through 20 new interactive lesson plans to teach the game of chess.

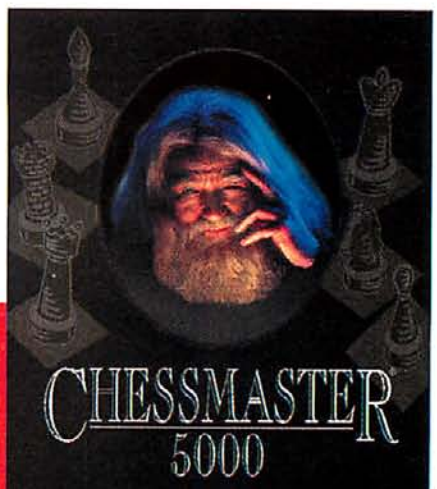


Want to learn from thousands of games played by masters like Kasparov, Fischer and Karpov? No problem. Need advice? A personal tutor is only a window away.

And graphics? Well, the new Chessmaster 5000 has more sets, more boards and **more dazzling 3D game views** than anybody's ever offered. Add that to a new library of 2,000 named opening variations, 60 new opening books, 30 new playing personalities, a custom designed True-Type chess font and again, you've got **the world's finest chess program ever.**

WANT TO PLAY HEAD-TO-HEAD?

MOVE TO OUR ON-LINE NETWORK DEBUTING JUNE 30TH AT:
WWW.CHESSMASTERNETWORK.COM
AND CHECK OUT THE EXCITING CHESSMASTER NETWORK!®



Circle Reader Service #134

CHESSMASTER 5000®

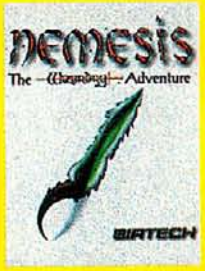
IT'S TIME YOU PLAY THE MASTER.

MINDSCAPE®

COMPUTER GAMES

CHIPS & BITS INC.
POB 234 DEPT 10751 ROCHESTER, VT 05767
INT'L 802-767-3033 FAX 802-767-3382
Orders/Questions: cbisales@sover.net Customer Service: cbiserv@sover.net

*OVERNIGHT SHIPPING in US $4 per order. Mail to Canada, PR, HI, AK, APO, FPO $4 per order. Worldwide airmail $6 per item. Handling $2 per shipment. Hardware orders may require additional shipping charges. Visa, MC and Discover accepted. Checks held 4 weeks. Money Orders under $200 same as cash. COD $8. Defectives replaced with same product. Most items shipped same day. Shipping times may vary.



'NEMESIS: THE WIZARDRY ADVENTURE' A unique combination of elements creates rich game-play destined to revolutionize the adventure/rpg standard. 4 CD's packed with extravagant multi-media, deliver an epic story. **CD $42**



'DUKE NUKEM 3D' Ass stompin' aliens have landed, and the humans suddenly find themselves atop the endangered species list. The odds are a million to one, but Duke Nukem knows what's got to be done. Kick alien butt! **CD $48**



'BLOOD & MAGIC' The 1st ever real-time, strategy computer game based on a never before seen area of the most popular AD&D world, the Forgotten Realms, where you command a broad range of characters into epic battles of good and evil. **CD $46**



'WARCRAFT 2' The battle between the evil orcs and the noble humans rages on. With powerful new allies, terrifying new creatures and ingenious new weaponry, the struggle for the domination of Azeroth continues. **CD $46**



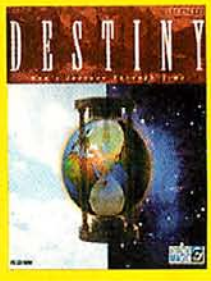
'Z' Meet Commander Zod. You'll answer to him as you lead armies of beer swilling, druken robot soldiers from planet to planet destroying everthing that stands in your way! **CD $44**



'THRUSTMASTER GRAND PRIX 1' Gives you the competitive edge with variable throttle and braking at your fingertips and lightning fast thumb activated shifting. Securely clamps to your desktop. Total steering range is 180 degrees of travel. **$74**



'ROBERT E. LEE CIVIL WAR GENERAL' Experience the precision of detailed strategic game play and the compelling chaos of the battlefield as you assume the role of the North or the South. 7 historical battles and extensive reference section. **CD $48**



'DESTINY' Control the development of mankind, from the Stone Age to the Space Age. Players determine the fate of the universe, but unlike any god game ever developed, Destiny allows players to walk among subjects in a 3-D world. **CD $46**



'QIN' Enter an epic adventure game where the ultimate weapon is your mind. Solve puzzles and avoid traps as you find your way toward multiple game endings. Explore 5 photo realistic realms of perilous beauty and splendor. **CD $33**



'SPACE HULK' A huge space ship is racing towards the Imperial planet Delvar III. The honor has befallen the Blood Angels chapter of Imperial Space Marines to board this Space Hulk and divert it from its course of evil destruction. **CD $15**



'BATTLE ISLE 2220: SHADOW OF THE EMPEROR' Will you be able to maintain the morale of your troops while guiding them through 20 different campaigns and guarantee the success of your entire armed forces? Test your strategical abilities. **CD $35**



'AZRAEL'S TEAR' This is a 1st person, real time 3D adventure role playing game, featuring complex interaction with other characters, high tension combat, and a host of puzzles for you to solve. Complex puzzles requiring imaginative engagement with the game and top quality digitized sound effects! **CD $39**

IBM HARDWARE

CH F16 Combatstick	$58
CH F16 Fighterstick	$96
CH F16 Flightstick	$36
CH Mach 3 Joystick	$25
CH Pedals	$46
CH Pro Pedals	$74
CH Pro Throttle	$98
CH Virtual Pilot Pro	$69
Graphics Blaster 201	$109
Graphics Blaster 202	$133
Graphics Blaster 302	$179
Gravis GrIP Controllr	$84
Gravis GrIP Pad 2 Pak	$24
Gravis PC Game Pad	$19
Gravis Pheonix Joystk	$83
Head-On Game Modm	$175
Joyswitch	$38
Lgitech WingMn Wrrior	$85
Logitech WingMan	$26
Logitech WingMan Extr	$45
Msoft Sidewndr 3D Pro	$56
Msoft Swndr W MW2	$74
Space Orb 360	$89
Thrustmaster:	
Driving Control T2	$108
F16 TQS	$108
F22 Pro	$125
FLC F16 System	$108
FLCS Limited Ed.	$399
Flight Contr. Pro	$99
Flight Control Sys	$52
Game Card	$25
Pro Play Golf Sys.	$559
Rudder Contr. Sys.	$98
Weapon Cont. Sys.	$88
Wiz.Pinball Cntrl.	$32
XL Action Control.	$24
XLC Joystick Bundl	$44
Phazer Pad	$47
GP1	$74
US Rbtcs 28.8 PV Int	$189
VFX1 Virt Realty HG	$819

IBM ACTION

Aeon Flux	$44
Alphastorm	$40
Amok	$46
Area 51	$37
Crusader No Remorse	$48
Crusader:No Regret	$48
Cyber Gladiators W95	$45
Dark Forces	$48
Dark Forces Jedi Knght	$47
Die Hard Trilogy	$46
Doom 2 W95	$45
Duke Nukem 3D	$44
Final Doom	$46
Firefight	$38
Hard Boiled W95	$40
Heretic Shad Serp Rdr	$37
Hexen W95	$50
HyperBlade	$40
MDK	$44
Marathon 2	$42
Marvel 2099 W95	$44
Mayhem	$46
Mortificator W95	$44
Necrodrome W95	$45
Powerslave W95	$42
Prey	$50
Quake Shareware	$10
Rodney Matthews	$40
Ruins	$44
Shadow Warrior	$49
Silencer W95	$44
Space Hulk 2	$44
Star Trek Genrtns W95	$48
Tenka	$40
Terminator Fut Shock	$44
Terra Nova	$41
The Fallen	$40
Time Commando	$40
Ultimate Doom W95	$37
Warhamr 40K Dark Crus	$39
XS	$37
Zombieville	$40

IBM ADVENTURE

7th Guest 2 11th Hour	$43
7th Guest	$29
Aden Quest W95	$45
Albion	$39
Alien Trilogy	$46
Atripolis 2097 W95	$44
Azraels Tear	$39
Bad Mojo W95	$48
Beavis Butthd Virt St	$33
Bedlam	$46
Beowulf	$45
Birthright W95	$48
Black Diamond	$44
Blast Chamber W95	$40
Callahans Crstm Saloon	$42
Circle of Blood	$44
City of Lost Children	$40
Clandestiny	$48
Creatures	$33
Crow W95	$42
Dame Was Loaded	$34
Dark Earth W95	$45
Dark Eye	$39
DarkSeed 2	$45
Dawn of Darkness	$44
Death Trap Dungeon	$42
Discworld 2	$40
Double Trouble	$40
Down in the Dumps	$39
Drowned God	$40
Druid Daemons Mind	$39
Echoes	$48
Ecstatica 2	$40
Fighting Fantasy	$40
Flipper	$44
Full Throttle	$45
Gabriel Knight 2	$53
Guardians of Destiny	$46
HardJack	$48
Harvester	$46
Heart of Darkness	$55
Hunter Hunted W95	$45

IBM ADVENTURE

Incr Shrinking Hero	$43
Interstate 76 W95	$48
Into the Shadows	$48
Iron John Hawk	$45
Island of Dr Moreau	$40
Joe's Apartment W95	$44
Journeyman Project 2	$46
Jumanji	$42
KQ7:Princeless Bride	$25
Karma Curse 12 Caves	$40
Kingdom O'Magic	$42
Knights Chase	$38
Leisure Suit Larry 7	$48
Lighthouse	$48
Lion	$42
Mission Code Millenium	$34
Mission Critical	$39
Mission Ooze Control	$29
Mummy	$42
Myst 2	$52
Myst	$48
Mystery of 7 Mansions	$35
Nemesis	$42
Noir	$43
Normality	$48
Odyssey	$44
Pandora Directive	$46
Phantasmagoria 2	$55
Phantasmagoria	$52
Planetfall W95	$44
Police Qust 5 SWAT	$47
Power Dolls	$30
Pray for Death	$29
Presto	$45
Promised Land	$41
Redjack's Revenge	$46
Return to Krondor	$45
Return to Zork	$29
Reverence	$43
Riddle Master Lu	$35
Ripper	$48
Rivers of Dawn	$41

IBM ADVENTURE

SQ6 Spinal Frontier	$45
Scrutiny	$37
Secret of the Luxor	$42
Shadoan	$38
Shadows	$40
Shannara	$42
Shivers	$37
Simon Sorceror 2	$39
Skyborg Into the Vortex	$44
Snow Crash W95	$44
Solar Crusade	$44
Space Bar W95	$44
Space Bunnies Mst Die	$45
Spycraft W95	$47
Star Trek 25 Anniversary	$20
Star Trek Judg Rt Coll	$38
Star Trek Voyager	$48
Star Trk Str Flt Acad	$46
Super Stardust	$35
The Dig	$47
The Trial	$44
Third Millenium W95	$44
Threshold	$34
Time Gate	$42
TimeLapse Anc. Civil	$46
Titanic Jrny Out Time	$44
Tme Wrp Dr Brain W95	$38
Tomb Raider	$40
Toonstruck	$44
Torin's Passage	$48
Touche	$34
Treasure Quest	$46
Under Killing Moon	$19
Urban Decay	$39
Utopia	$36
Varuna's Forces	$45
Void Pirates	$43
Voyeur 2	$42
Welcome to Future	$44
Woodruff & Schnble	$32
XenoPhage	$46
Zork:Nemesis	$53

IBM ARCADE

3D Ultr Pbll Crp Nght	$42
3D Ultra Pinball	$40
BattleSport	$33
Daggers Rage W95	$29
Deadly Skies	$38
Divide W95	$44
Double Switch W95	$44
DragonHeart	$33
Galaxis	$38
Go-Man 47	$44
Hive 2	$38
Hyper 3D Pinball	$34
Incredible Hulk	$35
Krazy Ivan	$40
Lode Runner Net	$40
MS Retrn of Arcde W95	$29
Mass Destruction	$35
Maximum Surge	$35
Mission: Impossible	$40
Monty Pythns Wste Time	$36
Mortal Kombat 3 W95	$46
Panzer Dragoon	$39
Pinball Illusions	$29
Pinball Mania	$29
Pinball World	$35
Prize Fighter	$47
Pro Pinball The Web	$28
Psycho Pinball	$25
Rebel Assault 2	$47
Road Rash W95	$40
Spud 1	$30
Squeezils	$40
Tetris Gold	$25
Thexder 2 W95	$40
Toh Shin Den	$44
Total Pinball	$22
Tunnel B1	$40
Virtua Fighter	$39
WWF-In Your House	$40
Worms	$34
Worms Reinforcemnts	$25
XMen Chldrn Atom W95	$42

IBM RPG

ADD Three Worlds	$26
Anvil of Dawn	$34
Arch Mage W95	$48
Arena Deluxe	$47
Betrayal at Antara	$48
CyberJudas	$39
Dark Sun 2	$19
Death Keep W95	$39
Diablo	$46
Dungeon Master 2	$38
Elder Scrolls 2	$49
Eye of Beholdr 1-3 ea	$19
Halls of the Dead	$38
Iron & Blood	$42
Knights Xentr PG13	$34
Lnds of Lre Thrne Chos	$25
Lands of Lore 2	$49
Lords of Midnight	$46
Mezoberranzan	$19
Might & Magic 3	$15
Pool of Radiance	$19
Pools of Darkness	$19
Ravenloft Strahd	$41
Ravnlft 2 Stn Prop	$46
Riftwar Legacy	$23
Rlms Ark Shadow Riva	$46
Secret Silver Blades	$19
Shadow Caster	$15
Skyrealms of Jorune	$33
Star Trail	$36
Star Trek Deep Space 9	$39
Star Trek TNG Fnl Unity	$46
Stonekeep	$50
Terracide	$42
Thunderscape	$44
Ultima 7 Series	$15
Ultima 8 Pagan	$18
Ultima 9 Ascension	$52
Ultima Undrwld 1 & 2	$15
Unlimited Adventures	$19
Wizardry Gold W95	$36
World of Xeen	$24

IBM BUNDLES

Aces Collection	$48
Attack Stack	$24
Bullfrog Pak	$22
Fun Pack	$25
Gamer Variety Pack	$29
ID Anthology	$64
Kings Quest Anthl	$54
Legend of Kyrandia Srs	$25
Lost Adventures	$29
Megapak 5	$32
Might & Magic Tril	$19
Mile High Club	$26
PowerHits Battltch	$16
Space Quest Anthology	$48
Star Control Coll	$19
Star Trek Emissary	$46
Take Ten	$19
The Archives 1	$27
Ultimate Game Collct	$29
War Chest	$38

IBM SIMULATION

1943 Euro Air War	$44
A.T.F.	$48
A10 Attack	$48
A10 Tank Killr 2 W95	$48
ACS Navy Fightrs Gld	$48
AH 64D Longbow	$51
Aces Deep 2	$48
Aces Over Europe	$25
Across Desert 1941	$48
Across the Rhine	$45
Air Cmbt Pcfc 1942 Gld	$34
Air Warrior 2 W95	$44
Alien Alliance	$48
Apache	$42
Archimedean Dynsty	$44
Armored Fist	$28
Army Air Corps 42	$48
Assault Rigs	$35
Battle of the Ironclads	$46

Check it out!

Chips & Bits Inc Online at
www.cdmag.com/chips.html

Call NOW to Order! Source 10751

800-699-4263

Price/availability may change. All sales final. Call for details. Each order will include a 6 month subscription to Computer Games Strategy Plus magazine, for which $6 of the order cost will be allocated. Current subscribers will be extended.



'THRUSTMASTER F-22 PRO' With a powder coated metal base, glass filled ABS handle, metal gimbal mechanism, and heavy gauge spring tension, the F-22 PRO gives you the edge you need in advanced tactical warfare. **$125**



'HIND' The Hind will contain a free for all arcade mode so new sim enthusiasts can jump into the cockpit & quickly enter combat action. For veteran players, Hind contains a detailed mission planner! **CD $44**



'MAGIC: THE GATHERING' This top selling trading card game is now; for the first time, an interactive multiplayer online computer game. It's an addictive fantasy game featuring wizards, exploration, adventure and role playing. **CD $41**



'P.T.O. 2' Two opponents, two strategies. The year is 1941 and the scene is the Pacific. Japanese Zeros appear on the horizon, marking the beginning of WWII. From Pearl Harbor to unconditional surrender, this is your battlefield. **CD $34**



'BATTLEGROUND 4: SHILOH' Covers the 2 days of April 6th and 7th 1862, where the Confederate Army, commanded by Albert Sidnet Johnston, launched a bold surprise attack against Grant's unsuspecting Union Army. **CD $42**



'SECRETS OF THE LUXOR' Embark on a mysterious, danger ridden journey into an ancient pyramid. Spectacular 3-D images and animations come to life as you explore corridors of traps and puzzles. **CD $42**



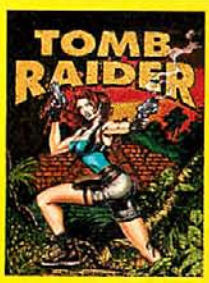
'AD&D CORE RULES' All of the core AD&D game rules are included in this single product. All of these books are presented in a rich text form that can be accessed and manipulated through the software's own word processing program. **CD $59**



'F/A-18 HORNET' There's 28 different Persian Gulf combat missions to test your skills, you can blow up everything from ammunition depots using the M61 Vulcan cannon to MiG fighters with an AIM9 Sidewinder! **CD $48**



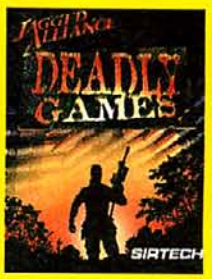
'SOLID ICE' Feel the need for speed? Solid Ice has it all, spine snapping body checks, bullet like slapshots, great glove saves and spectacular goals combine to give your one solid game. **CD $39**



'TOMB RAIDER' Dive into the action packed fantasy world of infamous adventurer Lara Croft, in her quest to retrieve the legendary "Scion". Explore an environment that takes you through jungles, ruins and more! **CD $40**



'DIABLO' As a young boy, you return to your village to find it razed and your family dead. Exploration of the countryside reveals that a similar fate has befallen all the neighboring towns, except for one. **CD $46**



'JAGGED ALLIANCE: DEADLY GAMES' This award winning game continues with everything you asked for and more. New mercenaries, multiplayer, scenario/campaign editor, new terrain and a multitude of missions. **CD $39**

IBM SIMULATION

Battlecruiser 3000	**$45**
Command Aces W95	$47
Complete Grt Nvl Btls	$35
Dawn Patrol 2	$42
Daytona USA	**$40**
Descent 2	**$48**
Descent Bundle	$26
Destruction Derby	$37
Destruction Derby 2	**$40**
EF 2000 Tactcom	$38
EarthSiege 2 W95	$48
Evasive Action	$19
F16 Fighting Falcon	$46
FA 18 Hornet	$48
Falcon 3.0	$24
Falcon 4.0	$52
Falcon Gold	$52
Fight Falc Baghdad	$69
Fighter Duel 2 W95	$39
Fighter Duel Pro	$34
Flight Unlmtd W95	$36
Flying Nightmares 2	$42
Formula 1 Post Seasn	$40
Ganymede W95	$44
Great Naval Battles 4	$43
Great Naval Battles 5	$44
Grey Wolf	$19
Havoc W95	$44
Hell Cats Over Pacif	$44
Hind Hellcopter	**$44**
Indy Car Rcng 2 W95	$48
Indy Car Rcng Comp	$25
Jet Fighter 3	$49
M1A2 Abrams	$45
MS Flight Sim 5.1	$53
Mchwrrr 2 Ad-On W95	$29
MechWarrior 2	$46
MechWarrior 2 Add On	$26
MechWarrior 2 W95	$44
Mechwarrior 2 NetMech	$15
Mechwrrior Mercnries	**$48**
MegaRace 2	$39

IBM SIMULATION

Monster Truck Rally	$40
Nascar Racing 2	$48
Nascr Rcng W Trck Pck	$47
Need Speed Gold W95	$45
Rally	$39
Red Baron 2 W95	**$48**
SU-27 Flanker	$39
Sail 95	$39
Shattered Steel	$46
Sierra Pro Pilot W95	$45
Silent Hunter	$46
Silent Hunter Patrl 1	$24
SimCopter W95	**$38**
SlamScape W95	$44
Speed Racer W/ Brain	$29
Super EF 2000 W95	$40
Super Tank Commander	$40
TFX EF2000	$45
Tank Commander Net	$19
Test Drive: Off Road	$42
The Darkening	**$54**
Tie Fightr Coll	$47
Trophy Bass 2	$49
Trophy Bass	$48
Urban Runner W95	$29
VMX Racing W95	$44
Viper W95	$35
Werewolf v Comanch	$33
Wing Commander 3	$33
Wing Commandr 4 W95	$47
Wings of Glory	$18
Wipe Out	$38
Wipe Out XL	$40
Wolf Pack	$15
World Rally Fever	$44
World of Combat	$33
Wrld Circ Gran Prix 2	$41
Wrld Circ Track Attck	$42
X-Car Exprmntl Rcn	$44
X-Wing Collector	$24
X-Wing Vs Tie fighter	**$47**
Yeagers Air Combat	$15

IBM SPORTS

ABC Monday Night FB	$52
APBA B Ball 3	$37
AllStar Bsbll W95	$33
City Golf	$39
Collg Slam Bsktbll	$44
EuroGolf	$44
Fly Fishing	$30
Frank Thos Baseball	$44
Fron Page Football 97	**$48**
Front Page Basebll 96	$48
Front Pg FB Pro 96	$48
Gone Fishin'	$25
Grand Slam Basebll 96	$44
Greg Norman UC Golf	$46
Hardball 5	$40
Jack Nicklaus Muirfld	$40
Links LS	**$46**
Links Pro Courses ea	$19
Links Pro 386	$19
Madden Football 97	$40
Microleague Basball 96	$40
Mindscape Golf	$44
NBA Live 96	$40
NCAA Bball Final 4 97	$44
NCAA Champ Bsktbll	$44
NFL Super Bowl	$39
NHL Hockey 96	$44
NHL Power Play W95	$41
Nick Faldos Champ Golf	$34
Old Time BsballW95	$48
Olympic Soccer	$40
Olympic Summer Gmes	$40
PBA Bowling	$32
PBA Bowling 2	$35
PGA Tour 96 Sawgrass	$19
PGA Tour 96 Spnsh Bay	$19
PGA Tour Golf 96	$38
Rocket Jockey	$42
SimGolf	**$38**
Super Motocross W95	$33
Triple Play 97	$48
World Series Baseball	$39

IBM STRATEGY

Afterlife	$47
Age of Industry W95	$44
Alexander	$39
Allegiance	$34
Ancient Empirs W95	$44
Ascendancy	$44
Blood & Magic	$46
Caesar 2 W95	$48
Capitalism	$42
Chaos Overlords W95	$29
Citiz Bckwtr Affr	$42
Civilization Network	$47
Civilization	$24
Civilztn 2 W/W95	**$42**
Colonization	$25
Comm Conq Covert Op	$22
Comm Conquer Rd Alrt	$48
Command & Conquer	**$47**
Command & Conquer 2	$48
Commnd & Conqr W95	$48
Complete Carriers War	$42
Conquerer AD 1086	$44
Conquest New World	$46
Dark Earth Strtgy W95	$45
Deadlock	**$47**
Destiny W95	$45
Dominion	$41
Dune 2	$29
Dungeon Keeper	**$45**
Emperor of Fadng Suns	$42
Empire 2	$29
Empire Dlx Mstr Ed	$22
Enemy Nations W95	$44
Exploration	$40
Flight Commander 2	$39
Free Enterprise	$39
Front Lines	$34
Gender Wars	$42
Genghis Khan 2	$34
Heroes M&M W95	**$34**
Heroes Might & Magic	$34
Heroes of M & M 2	$34

IBM STRATEGY

Into the Void	$44
Jagged Allnc Deadly Gm	$43
Jagged Alliance	$25
Lords of the Realm 2	$48
Lost Admiral 2	$39
Machiavelli the Prince	$19
Master of Magic	$40
Master of Orion	$25
Master of Orion 2	**$46**
Mission Force	$48
Navy Strike	$41
New Horizons	$34
Outpost W95	$46
Pax Imperia 2 W95	$46
Pirates Gold	$19
Railrd Tycoon 2 Dlx.	$24
Return Fire W95	$37
Romance 3 Kingdoms 4	$34
Settlers 2	$39
Shadow of the Emperor	$35
Shattered Nations	$46
SimCity 2000 W95	$51
Spaceward Ho! 4 W95	$24
Star Control 3	**$47**
Star General W95	$44
Starcraft W95	$46
Syndicate Wars W95	$48
Tranpsort Tycoon Dlx	$42
Vikings	$37
Visions Glory	$39
Wages of War W95	$29
Warcraft 2	**$46**
Warcraft 2 Add On	$29
Warhmmr Shad Hrn Rt	$43
Warlords 2 Dlx	$41
Warlords 3	$42
Warwind	$44
Wooden Ship Iron Men	**$39**
Worlds of War	$48
X-Com Apocalypse	$42
X-Com UFO Defense	$24
Z	**$44**

IBM TRADITIONAL

Bridge Dlx 2 W95	$32
Chessmstr 5000 W95	$35
Connections	$34
Dragon Dice	$44
Golden Nugget	$29
Jeopardy Platinum W95	$28
Klik & Play	$34
Magic Gatherng W95	$44
Monopoly	$40
Monty Python Holy Grail	$41
Muppet Treasr Island	$40
Power Chess W95	$38
Shnghaii Grt Mom W95	$23
Take Your Best Shot	$19
USCF Chess	$40
Vegas Games 95 W95	$24
Virtual Pool	$40
You Dont Know Jack	$30

IBM WARGAMES

Aegis	$19
Afrika Korps	$42
Aide de Camp	$45
Allied General	$43
American Civil War	**$45**
American Civil War V2	$24
Battlegrnd Gettysburg	**$42**
Battleground Antietam	**$42**
Battleground Ardennes	$34
Battleground Shiloh	**$42**
Battleground Sinai	**$42**
Battleground Waterloo	**$42**
Battles in Time	$35
Battleship Bismark	$26
Borodino Napol Invade	$24
Charge Light Brigade	$16
CincPac Midway	$26
Civil War 1861-64	$38
Civil War Mst Plyr	$42
Civil War No Grt Glor	$16
Close Combat W95	**$39**

IBM WARGAMES

Custers Last Command	$32
D-Day Amer Invades	$39
Dreadnoughts	$29
Fantasy General	$43
Fifth Fleet	$39
Fifth Flt Scen Mod 1	$19
Gene Wars	$44
German Raider Atlants	$19
Harpoon 2 Deluxe	$29
Harpoon Classic	$19
High Command	$19
Invsion Amrca General	$44
Iron Cross 2	$39
Last Blitzkrieg	$41
Operation Crusader	$39
Over the Reich	$39
PTO 2	$34
Panthers Shadows Map	$23
Panthers in Shadows	$42
Panzer General 2	**$42**
Panzer General	$29
Panzerblitz	$42
Perfect Gen 2 w/Scen	$30
Point of Attack	$24
R E Lee CW Gen W95	$48
Stalingrad	$39
Stalingrad Campaign	$29
Steel Panthers	**$39**
Steel Panthers Cmpgn	**$24**
Steel Pnthrs 2 W95	**$44**
TACOPS	**$44**
Third Reich	$39
Tigers on Prowl Camp	$23
Tigers on Prowl Map	$23
Tigers on the Prowl	$42
V Victory Bundle	**$28**
War College	$31
War in Falklands	$19
Wargme CS2 SD1-14ea	$15
Wargame CS2 Upgrade	$5
Wargame CS3 Rifles	$39
Wargame Const Set 2	$39

FREE GAME OFFER

Spend the specified amount on any in stock software and choose a free IBM game from the corresponding list below. Request must be made at time of order.

SPEND $80

Return of the Phantom, Casino Gambler Kit 3.5, Falcon 3.0 3.5, Arcade Act Kit 3.5

SPEND $160

Grandest Fleet 3.5, 3.5, Railroad Tycoon 3.5, Jutland CD, Perfect General 3.5, Battles in Destiny 3.5

IBM BUDGET

Blood Bowl	$19
Fade to Black	$19
Fields of Glory	$14
Fighter Wing	$19
Grandest Fleet	$19
Grey Wolf	$19
Nerves of Steel	$16
Pirates Gold	$19
PowerHits Battitch	$16
Stunt Driver	$14
Tek War	$19
Terminal Velocity	$19
Under Killing Moon	$19

DGW0972

Circle Reader Service #68

"STRIKER 96 EATS FIFA '96 FOR BREAKFAST!"

- GAMEFAN

"...STRIKER 96 WILL GRAB YOU AND DEMAND THAT YOU PLAY IT SOME MORE."

- GAMEPRO U.K.

"ACCLAIM HAS A WINNER WITH STRIKER 96."

- GAMEFAN



EVER SEEN GROWN MEN CRY?



REVIEW SHOTS WITH INSTANT REPLAY!



GOOOAAAAALS!



TWO GAMES IN ONE: INDOOR & OUTDOOR SOCCER!

Striker 96™ meets you head on with state-of-the-art soccer including an exclusive indoor soccer option! Exhibition, league, tournament and championship modes! Simulation and arcade options! View from seven different camera angles. The #1 team sport in the world comes alive!

PLAYSTATION™ **SEGA SATURN™** **DOS CD-ROM™**

KIDS TO ADULTS K-A AGES 6+

PlayStation™ SEGA SATURN™

STRIKER 96™

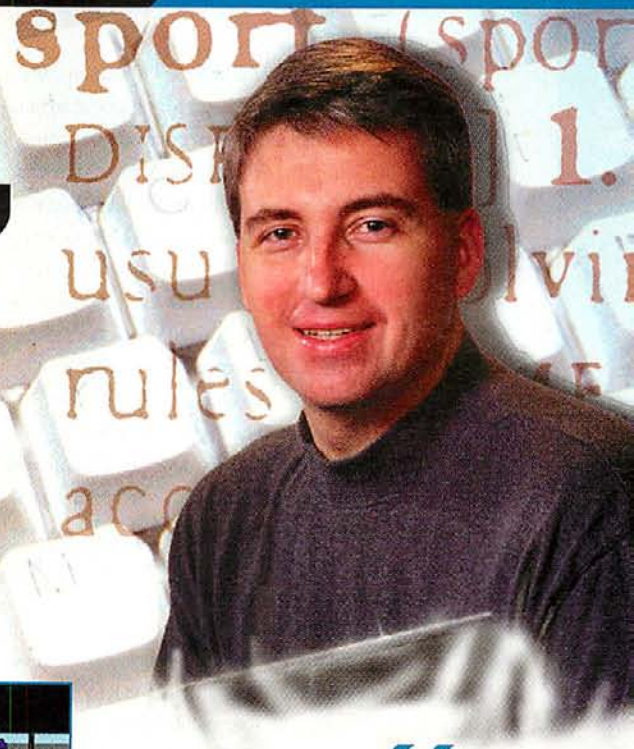
DOS CD-ROM

Acclaim entertainment, inc.

FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772. Copyright © 1996 Rage Software Ltd. All rights reserved. Copyright © 1996 Coconuts Japan Entertainment, Co., Ltd. Under exclusive license from Rage Software. "PlayStation" and the "PS" logo are trademarks of Sony Computer Entertainment, Inc. Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD. All rights reserved. Acclaim is a division and registered trademark of Acclaim Entertainment, Inc. © 1996 Acclaim Entertainment, Inc. All rights reserved. Screen shots shown are taken from the Saturn version of the video game.

Gentlemen, Start Your Modems

Race With A Fast Crowd In Online, Multiplayer NASCAR Racing



Never waste time on your computer? I do. In fact, it seems I wasted an entire decade of sports gaming playing ho-hum games like baseball, football, basketball and ice hockey. Just recently, though, I was reborn. The blessed event took place at about 190 MPH on the steep-banked curves of Talladega Super Speedway. I was driving in Papyrus Software's NASCAR Racing League prototype, which is an online, multiplayer competition. This ambitious project is code-named Hawaii, perhaps because it's a sim driver's paradise. Believe me, it's the most fun you can have in a car with your hands still on the steering wheel.



EAT MY DUST The NASCAR Racing League prototype lets you race head-to-head with up to 35 would-be Richard Pettys on NASCAR Racing courses.

> **"Papyrus' Hawaii is a sim driver's paradise."**

My past ignorance of racing? It could be a cultural thing. Growing up in an urban area north of the Mason-Dixon Line, I never had much exposure to motor sports. In fact, I sort of turned my nose up at the whole NASCAR scene, seeing it as mindless fun for *Dukes of Hazzard* types. Boy was I wrong. In fact, with a voracious appetite for gaming, I'd played just about every type of computer entertainment product on the market, except for auto racing sims. Finally, while evaluating a steering wheel controller for *CGW* last year, I gave Indy Car Racing a test drive. Like so many before me had discovered, the adrenaline rush of big-time virtual racing is instantly addictive. When I found out there was a place where I could go head-to-head with up to 35 other speed freaks, I just had to experience it for myself.

LAP DOGS

Logging onto Hawaii, the first stop is the Race Scheduler. This screen recaps the races that are forming up, as well as the status of those in progress. The key points to note here are the track, the race

ON DECK

EA Sports is working on the follow-up to NBA Live '96, and this looks to be a major upgrade graphic-wise. NBA Live '97 will purportedly include 3D motion-captured moves from Sacramento King's All-Star Mitch Richmond and Tyus Edney, as well as Golden State Warrior's 1995 #1 draft pick Joe Smith. EA is shooting for a release to coincide with the start of the new NBA season. The $55 Million Dollar Question: Will Shaq be in a Lakers or Magic uniform?

Virgin Interactive Entertainment is also riding on the 3D motion-capture sports bandwagon with its upcoming Grand Slam '96. This baseball title is said to include unlimited camera angles, pitching and batting meters, and—here's an ominous one—commentators "loaded with personality." We'll see what kind of load they're talking about when it's released in the fall.

length and the skill level. Want some free advice? Don't sign up for a race at an unfamiliar speedway. At best you'll be eating the dust of the leaders. At worst your car will end up in little pieces. Keep an eye on the length of the race, too. Most are set up for either 5 or 10 percent of actual course laps. Occasionally, however, an ambitious driver may propose an even longer race. The choice is yours, but the additional laps can be tedious if you drop behind. Most important is the skill setting. Newbies start Hawaii at Level 0, and work their way up with solid outings. The game won't permit players to enter races beyond their abilities, but open races usually show wide deviation in driver skill levels.

Anyone logged onto the system can "nominate" a race. Players who've signed up for an event wait in a chat room until sufficient slots are filled. Hawaii then automatically fires up the copy of NASCAR on your system, and drivers go through the usual practice and qualification stages. Warm-ups are abbreviated, however, lasting only long enough for last-minute adjustments before the cars move to the starting line. At the discretion of the individual who initiated the race, there may or may not be a pace lap. NASCAR purists tend to insist on one, while Type-A drivers prefer a quick green flag.

The Hawaii server supports every track included on NASCAR and the Track Pack expansion kit, but gamers are only permitted to race on courses already installed on their home systems. Judging from a recent weekend I surrendered to the Hawaii prototype, Talladega and Atlanta seem to be the most popular speedway choices. 'Dega, of course, appeals to speed demons, since you never have to take your foot off the gas. Not quite as fast, Atlanta nonetheless offers a challenging 1.5 mile course.

Hawaii is a great spot for organized play as well, a fact that has not escaped a number of online racing associations. For the true NASCAR buff, what could be better than participating in an entire championship season using actual NASCAR tracks and racing against a couple dozen equally obsessed drivers? Hawaii's setup allows password-protecting race entry, so a club can easily schedule races and then limit access to members.

CRASH COURSE

Crashes—automobile, not computer—are common on Hawaii—perhaps too common. Typically there's at least one pileup on the opening lap of a crowded field, especially if inexperienced users are in the race. While veteran drivers find this maddening, it does tend to thin the herd a bit. Also, there's a scary sort of rush in trying to weave your way through a wreckage-strewn course at close to 200 MPH. Worse are the crashes in which one of the back markers accidentally takes out a passing leader late in the race. And worst of all is the occasional jerk who logs on for the sole purpose of causing as many wrecks as he can.

Drivers can chat as well as drive during a race. Since it's a near impossibility to simultaneously type and control the car, Hawaii includes eight preset messages activated by function keys. These can be edited to suit the player's needs and temperament. Accidents typically elicit nasty responses from the victims, and inept drivers will find they can run but can't hide from their angry competitors. Trash talking is fairly common too, so pack a thick skin along with your racing gear..

Give the crew at Papyrus major points for Hawaii's polish. The system juggles dozens of users and integrates seamlessly with NASCAR. In several hours online over the course of a week, I had no problems either getting or staying connected. Hawaii runs NASCAR in either VGA or SVGA, at the user's discretion. While both look good, SVGA makes reading car numbers much easier. This is a big help when you need to identify Mr. Clueless. You know—the guy who tried to pass you in the tri-oval, and left both your cars scattered from here to Daytona. What's that they say about paybacks?

FINISH LINE

So where is Papyrus going with all this? Considering the recent agreement that parent company Sierra signed with NASCAR to form an entity called the NASCAR Racing League (NRL), it seems pretty clear that the free ride won't last forever. Factor in the planned release of NASCAR 2 later this year, and you can bet that bigger and better things are in store for online racers. CG

CG TIPS!

Like Colorado's Coors Field, HARDBALL 5 is a batter's paradise. Would-be Nolan Ryans playing the game should try the following strategies to improve their stuff.

▶Before pitching to each batter, view the back of the player's card by hitting the Backspace button twice, and then check out the batter's contact and power ratings. If the batter has low contact ratings and high power ratings you are probably OK to pitch to him as long as your pitcher's stamina is high. The more fatigued your pitcher is, the more likely it is that even poor contact hitters are going to hit the ball.

▶Also, pay attention to your opposition's batting order. If first base is open in a tight ballgame and the current batter has good contact and power ratings, check out the batter on deck. If *he's* deficient in either category, select Strategy-Intentional Walk to walk the slugger and pitch to the weaker player.

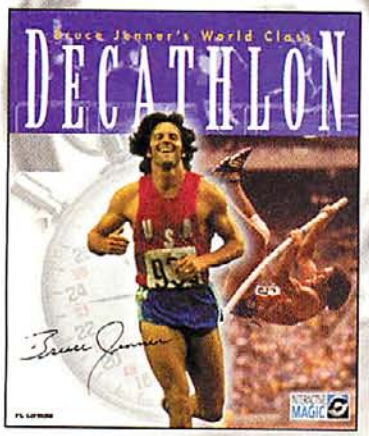
Qualifying Grid

If you want to drive the NASCAR RACING LEAGUE prototype while it lasts, a few preliminaries are required. First you'll need to own a copy of NASCAR RACING. Next, download the self-extracting HAWAII.EXE from Sierra's web site (http://www.sierra.com). Run the file and follow the installation instructions. After that, all that's needed is a cool head, a hot car setup, and a stomach for long distance charges to Boston. Sadly, at press time there were no local dial-ups for Hawaii, and your Internet connection just doesn't provide the oomph required to keep pace with NASCAR's intense graphical environment. In technical terms this is due to NASCAR's demand for low latency. In layman's terms this translates to big phone bills, since that's what you'll be getting once Hawaii hooks you and reels you in. And hook you it will. The first time you find yourself among a pack of brightly painted Fords and Chevys running full out at 'Dega, or sliding around the curves at Martindale, it's all over. You might as well sell your other games. Keep the modem, though. You're gonna need it when the final version of Hawaii goes online.

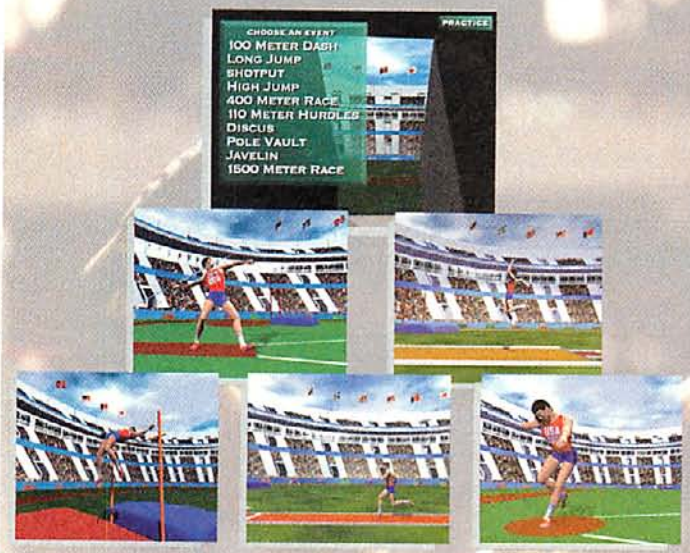
Bruce Jenner's World Class

DECATHLON

Take home the gold, with Bruce Jenner as your coach!



PC CD-ROM



You feel the sweat dripping off your brow, hear the roar of the crowd, taste the sweetness of victory. Your pulse races as you await the shot from the starter's pistol. Today is the day. This is the moment you've been training for your entire decathlon career.

Bruce Jenner's World Class Decathlon, using real-time action, is a realistic simulation of the World Class Championship. Endorsed by the World Champion, Bruce Jenner, the title promises to bring all the excitement of this year's Summer Games directly to players so they can compete for the gold in their own homes!

- Includes all ten decathlon events, from the 100 meter dash to the pole vault, the discus, and more!
- Practice in single events, one by one, or start and compete through a full 10-event decathlon.
- Assume the role of one of eight competing athletes from around the world.
- Bruce Jenner, the World Champion Decathlete, appears as your "on-line" coach, providing hints and tips on how to excel throughout the game.

Look for the DECATHLON Demo on our web site!

www.imagicgames.com

Developed by:

Holy Mackerel Media

and

DALLAS MULTIMEDIA

Published By:

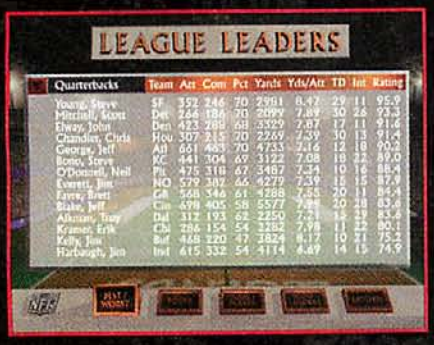
INTERACTIVE MAGIC

To order call: 1-888-446-2440 (North America only) **or 919-461-0722**

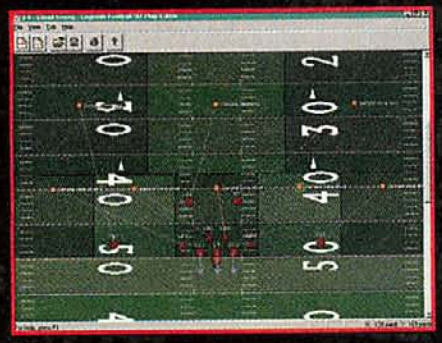
© 1996 Interactive Magic



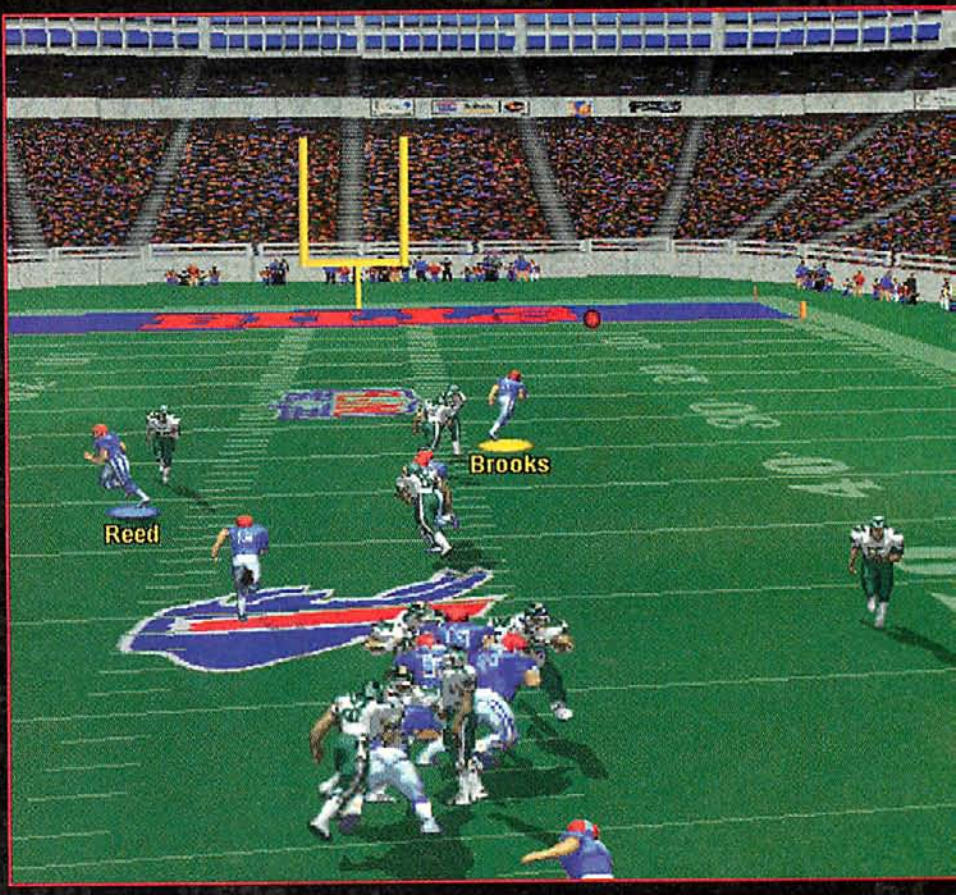
THE GREAT MODERN



You want stats? You got stats! Track over 100 different categories in single game or full season play.



Make your own plays and create your own players with the best Play Construction and Team Editor ever made!



The best football gameplay to ever hit the PC!

LEGENDS'97 FOOTBALL™

For More Info On Legends Football '97 Visit The Accolade Web Site At http://www.accolade.com
To order direct, call 1-800-245-7744

GAME... ...Meets Three Legendary Eras



It's not always sunny on the gridiron - battle it out in snow, sleet, and rain. You'll have to adjust your gameplan to win.



Build a football dynasty like Dallas or San Francisco. Draft, trade, and manage players throughout entire careers!

- All the NFL teams and players from four legendary eras of football: 1996, 1968, 1950, and 1932!
- Incredible 3D graphics
- Advanced A.I. with team specific styles and coaching strategies
- Intense multi-player action using the Gravis Grip Multi-player adapter
- "Time Travel" with teams to create fantasy matchups
- Action and Coach Mode play



- 20 man rosters require most of your players to play both offense and defense. Get ready to use Dan Marino as a defensive back or Junior Seau at running back!
- The football is larger and harder to throw. Do you take a chance on the pass or grind it out with a running attack?



- Rules favor the running game.
- Goal posts were placed in the front of the end zone. The "Post" pattern was commonly used to run defenders into the posts for an easy touchdown reception.



- Play a little rougher on the receivers. You can hit them anywhere on the field until the ball is thrown... and it's all legal!
- Players like Dick Butkus ruled the gridiron, paving the way for the modern day player.



SPORT ACCOLADE · SABRE INTERACTIVE · RP · NFL · PC CD-ROM WINDOWS 95 · PLAYERS INC

NFL license available on PC version only. Legends Football '97 and Sport Accolade are trademarks of Accolade, Inc. © 1996 Accolade, Inc. All rights reserved. NFL Team Names, logos, helmet designs, and uniform designs are trademarks of the team indicated. NFL is a registered trademark of the National Football League. The PLAYERS INC. logo is a trademark of the National Football League Players.
This is an officially licensed product of the National Football League Players, NFL Properties Inc., and the NFL Quarterback Club, Inc. Screens shown are from the PC version. NFLPA license valid for all modern players and select era players only.

Ready For Some Football?

ABC's Monday Night Football Is A Pigskin Celebration

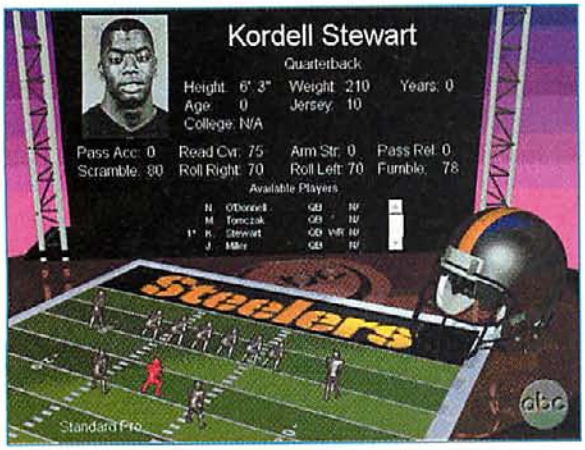
by Terry Coleman

SNEAK PREVIEW
GAME STILL IN DEVELOPMENT

"It's a hot, muggy evening–the temperature in the mid 80s, the humidity typically high for this seaside sports town. This is Frank Gifford coming to you from Hunt Valley, Maryland, as we take a look at OT Sports and their first game, ABC's Monday Night Football. We've been looking forward to this one for a long time, as we trust you have. Now here's Al."

"Thanks, Frank. Tonight we look at a talented, experienced team with members going all the way back to the venerable Coaches Club Football, one of the more interesting action affairs. But it's been a tumultuous off-season for Doug Whatley's crew. The difficulties surrounding MicroProse's parent company, Spectrum HoloByte, the joint venture with Disney Interactive–what does all this portend? Can the additional funding and new marketing muscle translate into a winning season? And what about this being a Windows 95-only product? Here's Dan with a look at the match-ups."

"Thanks, Al. When you talk about computer sports football, you have to talk about Front Page Sports Football Pro. Even though Pat Cook and company have won the CGW sports crown three of the last four years, they really showed their age last year. Sierra can't continue to hide their vulnerabilities behind a graphic smokescreen if they expect to hold off the OT Sports guys. And what about EA Sports? Are they running scared with their perennial vaporware, Madden NFL 97? Frankly, the only other legitimate contender is Accolade's NFL Legends. It seems the time is right for OT Sports to make its move. And besides, Monday Night Football has us for announcers. How can it lose?"



I CAN START, COACH If, like Bill Cowher, you prefer using "Slash" near the goal line and then moving him to WR for two-point conversions, you can do both from this screen.

GET IT KICK-STARTED

The familiar horn riffs form their circular, staccato counterpart to video clips of wide receivers defying gravity to catch touchdown passes with their fingertips. Hank Williams Jr. bursts onto your monitor with a bevy of voluptuous females to spark an undeniable party atmosphere, belting out the famous theme song. And sure enough, Al Michaels, Dan Dierdorf and Frank Gifford are right there to lend commentary and play-by-play. There's little doubt that an American institution has found its way to CD-ROM, in style.

ABC's Monday Night Football is a far cry from the tame multimedia shenanigans of ABC Notre Dame Football, to name but one example. This has the potential to be real professional football, or at least as close as the average fan can get to it. The main interface screen is a marvel. As you move your mouse over each of the windows, audio is automatically triggered. Everything from 1995 NFL Films close-ups of your favorite pro team–say, Miami Dolphins QB Dan Marino breaking the all-time TD pass record–to the highlights from the game you are currently playing, are available with just a mouse click.

OT Sports deserves a lot of credit for taking chances. Instead of having Al, Frank and Dan play it safe with vanilla commentary, the designers encouraged them to approach the voice-overs as though they were calling the actual game. While last-minute trades may result in some gaffes, it's worth it. Nothing captures the feeling of watching a Monday night game more beautifully than listening to Al's dulcet tones describing Emmitt Smith plunging for a crucial first down, Frank setting the stage for the confrontation, or Dan criticizing a questionable call. All you need is popcorn and the beverage of your choice–it's better than TV.

PLAY-BY-PLAY

Of course, all this multimedia won't matter if the game can't follow the blocks and hit the hole. In the game, as in real life, some things are obvious: Pittsburgh is likely to have quarterback woes this year; Emmitt Smith will rush for a lot of touchdowns; Deion Sanders is an all-world cornerback. Even in this early version, I was able to play several games with multiple outcomes, all of which were reasonable, given the teams' various strengths and weaknesses. Those who live and die by



You're coach, player and general manager of an NFL team.
Better kick ass if you want to protect your assets.

For Windows 95 and DOS CD-ROM.
http://www.philipsgames.com

PHILIPS

The NFL Shield design is a registered trademark of the National Football League.

© 1996 Philips Media, a division of Philips Electronics North America Corporation.

cheat codes are advised to get their pigskin fix elsewhere; MONDAY NIGHT FOOTBALL rewards those who understand football.

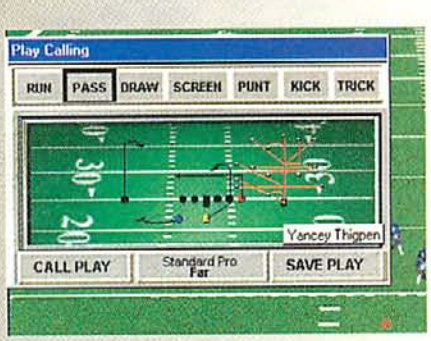
For example, QBs are rated for their ability to roll out to the right or left. This nicely simulates the differences between Steve Young and Dan Marino without a lot of complicated rules. And unlike a similar system in the old ULTIMATE FOOTBALL, it works. The huge playing field gives you a quarterback's-eye view of the defense, so that you can read the deep zone coverage, note the blitzers, and take appropriate action.

The actual plays you call are dependent upon your team's playbook, which includes an editor, so you can create your own custom plays. This is simple to use, as it follows standard Windows 95 Explorer conventions. Essentially, the game system assumes that the coaching staff calls plays in to the huddle for each formation–very close to the real thing. This may sound limiting, but it isn't. MONDAY NIGHT FOOTBALL has the most robust system for calling audibles yet: Simply click and pull to adjust a receiver's route, change the hole the runner hits and pull the lead blocker closer to the point of contact. You can even change blocking assignments. As you create new plays and variations on old ones, just save your plays–such are the advantages of Win 95 gaming.

Infinite Audibles



FORMATION SMORGASBORD Choose your favorite formation flavor from today's dozens of combo specials.



INSERT FORK Then avoid a nasty blitz aftertaste by sending your receiver on one of 14 audibled pass routes.



TWIST KNIFE Finally, rub salt in the wound. Go to the multimedia screen and watch your completed pass on replay. Mix well.

BACK IN THE POCKET

Make no mistake, MONDAY NIGHT FOOTBALL is an action game. The scoring tends to be a little high, but every game won't end up 41-38. Whereas most action games are 90 percent reflexes and 10 percent stats, MNF tends toward a more even balance. So you can't take your third-string receiver and catch 10 straight passes against the likes of Rod Woodson or Aeneas Williams. In fact, until you touch the joystick, the computer controls all of the players on the field during each play. The game is quite playable in coaching mode, but it's admittedly more fun as an action game once you get the controls down. And in a major coup for OT Sports, this will be not merely the first but one of the *only* major computer football releases this fall to include modem play.

INTANGIBLES

There are nice touches throughout. Unlike FRONT PAGE SPORTS FOOTBALL, for instance, MONDAY NIGHT FOOTBALL lets you designate any player as your punt returner. On kickoff coverage, you don't have to suffer the indignity of watching your star fullback get injured on a meaningless play. Each player can be designated for two positions, plus a specialty. Thus, Kordell "Slash" Stewart can play both quarterback and wide receiver, plus field goal holder, without disrupting the game system.

Additionally, you can modify the stats if you feel that Aikman's arm is losing its zip, or if Brett Favre's endurance is likely to diminish without painkillers. Our advice is not to tweak too much, because the player ratings are provided by Stats, Inc., the people who invented "yards after catch" and other such down-and-dirty statistics.

As if all this were not enough, there are a host of trick plays included, so that you can repeat Marino throwing the Flea Flicker, Jerry Rice tooling left on a flanker reverse, or Steve Bono's unlikely 70-yard quarterback draw. Late in the game, you might feel audacious enough to try an all-out block of a punt. The list goes on and on.

CGW learned just prior to press time that OT Sports is close to singing a deal with Dwango. Dwango feels that it has the latency problem licked–so much, in fact, that you would be able to play MONDAY NIGHT FOOTBALL in action mode. We'll keep you posted.

So the question remains: Will MONDAY NIGHT FOOTBALL be a hit? The talent's obviously there at OT Sports, and they're due a division title. The graphic look has all the pieces, provided the coaching staff puts it together in time for the season. And the plan to have the game on the shelves in September has the guys putting in a lot of extra time in training camp. The game has the advantage of being the first on the block with the '96 season players and teams. Can the intuitive interface overcome the leather-helmet offense of NFL LEGENDS and the late-season blitz of defending champion FRONT PAGE SPORTS FOOTBALL PRO? If so, we could see a new champ come January.



March Madness℠ coming this October.

NCAA CHAMPIONSHIP BASKETBALL

GTE Entertainment

Visit our web site to enter the Rawlings® contest.
http://www.im.gte.com

NCAA

Circle Reader Service #244

DIFFICULTY LEVEL: EASY / INTERMEDIATE / ADVANCED

Power Hitter

Humble Yet Strong, TONY LA RUSSA 3 '96 Slams One Out Of The Park

by Jeff Green

There is no shortage of showboats in the world of sports. From megalomaniacal NFL stars jiggling their overpaid tushies in the end zone because they finally earned their paycheck, to NBA stars strutting and trash-talking their way down the court—there's a lot of athletes out there who never tire of beating their chests and proclaiming to the world how great they are.

But for every Deion Sanders or Dennis Rodman (to name two random players), there's a low-key, no-nonsense athlete who goes out there day after day and, with little pomp and circumstance, gets the job done. In the world of computer baseball simulations, such a game is TONY LA RUSSA BASEBALL 3: 1996 Edition. While the makers of the new crop of baseball games are all busy flapping their arms and doing their Superior Dance about how *theirs* is the ultimate in ultra-realistic, 3D baseball action, TONY LA RUSSA 3, with none of the graphic bells and whistles of its competitors, is quietly proving itself to be perhaps the best pure baseball simulation of them all.



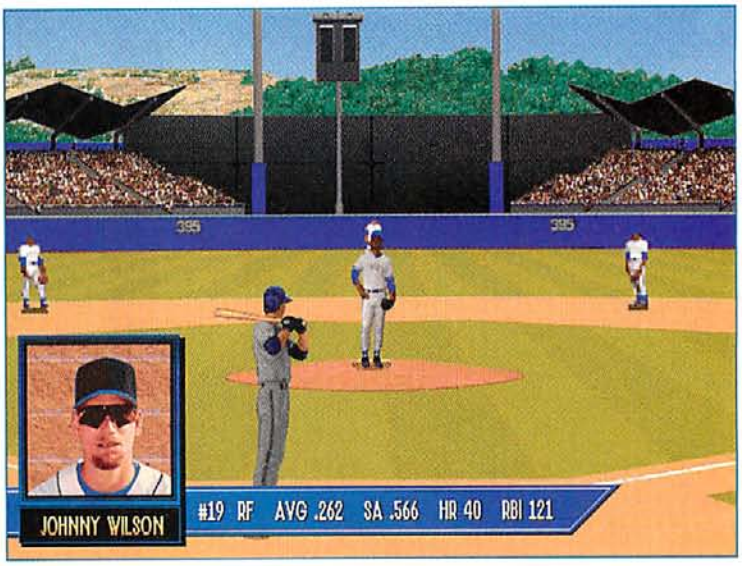
Price: $39.95
System Requirements: 486-66 or better, DOS 5.0, 8 MB RAM, 11 MB hard disk space (58.5 MB for full installation), SVGA graphics adapter, 2x CD-ROM drive, Microsoft-compatible mouse, supports most major sound cards, joystick optional
Protection: None (CD must be in drive).
Developer: Stormfront Studios
San Rafael, CA
(415) 479-2800
Reader Service #: 321

A SWING AND A MISS

For the 1996 Edition, Stormfront has significantly updated the game's statistical capabilities, but has not touched the graphics or interface at all. Depending on your bias, of course, that's either good or bad news. The bottom line, graphics-wise, is that TONY LA RUSSA 3 '96 is now woefully out-of-date compared to its flashier cousins, HARDBALL 5, FRONT PAGE SPORTS BASEBALL 96 and TRIPLE PLAY '97. If your main concern is state-of-the-art visuals and immersive arcade action, shop elsewhere.

When playing a game, both pitcher and batter are nicely rendered, but it's a static screen: no matter who's playing, you're always looking at the same two images, both wearing the number 11. The playing controls are harder to master than those in games like HARDBALL, and fielding and base running is so tough that—after screwing up enough plays—you'll probably just want to let the computer cover it for you.

Hitting the ball is also difficult, but again, whether this is good or bad depends on your perspective. When you consider that the greatest hitters in the major leagues only hit the ball a little better than 3 out of 10 times, TLRB3 is much closer to reality than arcade-based games that consistently let you connect on the first pitch. That said, it *can* get awfully old to strike out all the time—and guys like Tony Gwynn really ought to get a hit once in a while. You can make it easier on yourself by manually jacking up a batter's hitting ratings—but that would be cheating.



FLASH IN THE PAN TONY LA RUSSA's graphics, state-of-the-art just a year ago, are now starting to look a little crude next to the competition.

FULL COUNT

TLRB3 really excels in Manage Only mode, where you can indulge in the kind of minute, strategic decision-making that is at the heart of this game. The best improvement is the inclusion of head-to-head batter/pitcher statistics and situational batting stats (such as how well a player does on the road, at night, etc.) that can really help you out when you're tweaking your batting orders and pitching rotations. Now when you're playing a game, you can call up a screen that will show you how the current batter and hitter have matched up historically, giving you a better pool of information from which to make a pinch-hitting or bullpen decision.

The Statistical Leaders screen is a stat geek's hog heaven. This is a humongous database of player performance numbers for both real-life and any sim seasons you create, which you can study in a near infinite variety of ways. As your season progresses, you can compare pitching, fielding and batting performance among all players in the league, by division, team or position. This information is so rich, espe-

On August 30th...





EMPIRE OF CAMPIRE

DAGGERFALL™

Reserve your copy of Daggerfall Today! Details at Electronics Boutique, Software Etc., and Babbages.

...computer role playing will be changed forever!

Announcing *The Elder Scrolls: Daggerfall*, Bethesda's latest installment in the Elder Scrolls Series and the sequel to the award-winning *TES:Arena*.

TES: Daggerfall is one of the most ambitious computer games ever devised. This is no dungeon hack, no bit of fluff with medieval trappings. Daggerfall's world is twice the size of Great Britain, filled with people, adventures, and scenery as real as reality. This is a world designed to allow you to play the game any way you want. Be the Hero or the Villain... or anything in between.

TES: Daggerfall is all your favorite movies and books wrapped up in one package—with hundreds and hundreds of hours of playtime. Prepare to experience your new obsession.



"The many excellencies of The Elder Scrolls: Daggerfall mean that Bethesda is going to be the company defining the future of CRPG-ing on computers for some time to come. Wait for this one with bated breath."
—Strategy Plus



"This is the game that hardcore FRPG fans have been waiting for since the beginning ... Daggerfall will introduce players to a mirror land inside their computer that looks and feels like real-life ...."
—Trent Ward, PC Gamer



Actual IBM screens shown.





RATING PENDING RP CONTENT RATED BY ESRB

POWERED BY XGine™

THE ELDER SCROLLS™ Chapter Two

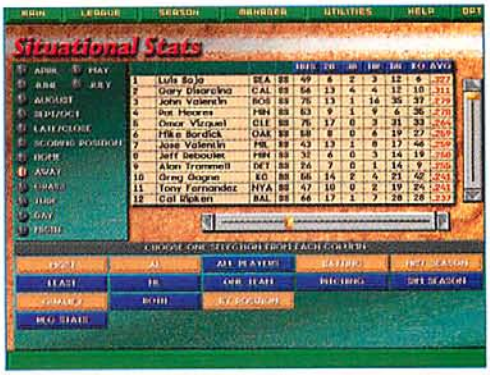
BETHESDA SOFTWORKS

1370 Piccard Drive, Suite 120, Rockville, MD 20850 • BBS: 301 990-7552 • Fax: 301 926-8010 • Website: http://www.bethsoft.com

Daggerfall™ The Elder Scrolls,™ X[n]Gine™ and Bad Dog™ are trademarks of Media Technology Limited. All other trademarks are the property of their respective owners.
Copyright © 1994–1996 Media Technology Limited. All Rights Reserved.

Get a Free Daggerfall Figurine! Cut out the corner of this ad and send it along with your name, address and phone number to Bethesda Softworks. The first 100 respondents will receive a FREE Daggerfall figurine. CGW

cially with the new situational numbers, that it's easy to get lost in endless study and forget about playing the game. For example, did you know that in 1995 Seattle shortstop Luis Sojo batted .336 on artificial turf but only .221 on grass? (Imagine your loved ones' joy as you go around reciting those kind of stats all day.) My only complaint about this screen is that it would be much better if you could customize the column order to just see the numbers you want; I was frustrated by the inability to see all the batting Triple Crown categories on one screen.



FEEL LIKE A NUMBER The new situational stats add a whole new dimension of strategic gameplay.

TONY LA RUSSA BASEBALL 3 includes three play-by-play announcers—Hank Greenberg, Lon Simmons and Mel Allen (who passed away this summer)—who now mention the players by name. Though the announcing can get old, it actually does a good job of tracking information throughout a game or season to help provide the occasional kernel of useful data. In one game against the Red Sox, Mo Vaughn stepped up to the plate, whereupon Mel Allen announced that "he's hit five doubles off left-handers this season." Yeah, I know: big whoop. But that's the kind of dinky little stat that can make or break a game for you if you pay attention and make adjustments accordingly.

FEELING A DRAFT

Along with exhibition and season play, TLRB 3 offers two special modes that greatly expand the game's replayability. The Fantasy Draft lets you participate in a draft to create your own league with any number of teams, using a Rotisserie-style point distribution if you desire. The GM Challenge, somewhat akin to FRONT PAGE SPORTS BASEBALL's career mode, lets you run a team (or teams) over a number of seasons—retiring older players and scouting the minors for new (fictional) players based on preferences that you establish—in hopes of building your numerical rating as a manager.

The GM Challenge in particular is a blast. Once you've taken it many years into the future it gets really interesting, because most of the real-life players have retired, so you can't just fall back on familiar names to win. You need to keep a constant eye open for promising minors, study your younger players and their evolving stats, and keep juggling your roster, batting order and pitching rotation as necessary. Even if I cheated by artificially pumping up my players' ratings, if I then backed off and let the season play out from a distance, I'd find myself falling further in the standings, because the other managers were busy improving their teams by doing what I wasn't doing: managing.

There's a couple areas where the game could still use some big improvements. At the top of my wish list would be an easier way to import updated real-world statistics. Although the new version includes '96 rosters, there were so many trades and injuries early on that every team needed serious editing right out of the box. You can now import and export stats to text files, and you can download and import stats off the Internet through Stats, Inc.—but no matter what you try you're still going to be stuck doing a lot of typing if you're trying to stay current. Stormfront should try to find a way to let players seamlessly integrate new stats into their baseball universe without all the fuss.

Second, trading is still a crude operation. You must perform all player trades manually, for both yourself and the computer, which means that the digital opponent will accept any dumb, unfair trade you propose. I purposely created terrible stats for a fictional rookie pitcher, one Gimpus Von Beanball, and then successfully traded him one-to-one for...Greg Maddux. It would much more satisfying if the computer would reject trades; even better would be if it could propose its own trades, and announce trades between other teams as the season progressed.

BOTTOM OF THE NINTH

TONY LA RUSSA BASEBALL 3 '96 occupies an interesting netherworld between the pure text-based baseball games like STRAT-O-MATIC and the HARDBALL-style arcade games. Though the game's on-the-field action has pretty much been eclipsed by the competition, it's still a great game for those who find the text games too dry. Other games might put you deeper into the action of baseball, but no game is better than this one in putting you deep into the *universe* of baseball.

APPEAL: **Fantasy league fans, numbers geeks, and any other would-be managers who lie awake at night playing out seasons in their head.**

PROS: **Robust, fascinating statistical model, endless replayability through Fantasy Draft and GM Challenge modes.**

CONS: **Graphics and arcade action aren't up to par with the latest competition.**

CG RATED

Tony the Tipster

Tired of striking out all the time? Do what many ballplayers do: cheat. When you come up to the plate, hold down the M, E, G, and A keys simultaneously to jack up your power rating and start hitting the ball out of the park.

Follow the GM Challenge mode through enough seasons, and you'll see a big change in store for the major leagues. Somewhere around the year 2040, female players will start to appear. Let's hope they don't all look like Wally Joyner.

If you have a fairly generic name—like, say, Jeff Green—you might be thrilled to know that you can go to the Edit Player Stats screen, change the name to your own, and hear announcer Mel Allen say your name out loud when you come up to bat.

The PC Zone®

Your 24 Hour Catalog Superstore for Games & Accessories!

Get The Latest Gaming Hardware At The Lowest Prices!

QIN: Tomb of the Middle Kingdom



According to legend, 7,000,000 men labored for 15 years to build this beautiful and secret palace of the dead. Think you can navigate around all of its deadly traps and pitfalls?

$39.98

Order #34305



Duke Nukem 3D

"It's the ultimate game for unleashing all your pent-up aggression." – *PC Power*

$39.98

Order #34300

Descent II



Prepare yourself for 30+ new levels of outrageous, 360-degree, 3D, power-blasting sensory insanity!

$44.98

Order #31923



Dark Forces

Features exclusive Jedi™ 3D technology, realistic lighting, and incredible atmospheric effects!

$49.98

Order #22623

Power 2 Play



Play any DOS game (CD or disk) from Windows! Easy one-step setup with a single mouse click!

$24.98

Order #28886

Nakamichi Speaker System with Subwoofer



This 3-piece, state-of-the-art system delivers exceptionally natural and dynamic sound.

$169.98

Order #30628

NewCom 8X IDE CD Drive Kit



Watch your games run smoother than ever!

This super-fast, 8-speed CD-ROM Drive boasts a data transfer rate of 1200 KB/sec and an average access time of 150ms! Bottom line: you experience the smoothest-ever game graphics, animations, and video! What's more, this outstanding drive is yours at an incredible price. Call The PC Zone today while supplies last!

ONLY $99.98

Order #35110

#35108 NewCom 6X IDE CD Drive Kit $74.98
#35106 NewCom 4X IDE CD Drive Kit $49.98

The Total Gaming Solution



Total Gaming Solution with ACCURA 288

28.8 Kbps Modem, Games, and More. Your passport to the Internet – and fun!

- ACCURA 28.8 Kbps DSVD internal modem
- Papyrus NASCAR Racing
- Quarterdeck InternetSuite2 & WebTalk
- Smartcom Message Center LE

Regular Zone Price $244.98
Mfr. Rebate - $20.00
Your Price After Rebate $224.98*

Order #33331

The Hayes Total Gaming Solution has it all! Communications Message Center. A racing game. Fun on the Internet. Gaming over a single phone line. Allows voice transmission while playing games!

#33332 Total Gaming Solution w/ACCURA 288 External DSVD $268.98
#32082 28.8 DSVD Int. ISA Card $129.98

*Rebate effective through 8-31-96

Hercules Terminator 64/3D Accelerator

ONLY $179.98

Order #31847

- 64-bit performance
- Five-year warranty
- PCI Bus

Next-generation 3D acceleration delivers the most exciting gameplay and increased productivity. Get lightning-fast, high-resolution GUI acceleration with DirectDraw and DirectVideo support, and refresh rates as high as 120Hz! 2MB single-cycle EDO DRAM. Features a 64-bit S3 ViRGE 3D engine!

8MB SIMM

$89.98 ea

Order #06755



Call The PC Zone

ORDER ANYTIME 24 HOURS A DAY 7 DAYS A WEEK

1·800·419·9663

- Over 20,000 products
- Knowledgeable sales advisors
- Great customer service

Credit cards are not charged until the order is shipped. Most products ship the same day for overnight delivery. Packages shipped overnight at $7 for the first 7 pounds and $1 for each additional pound, or via UPS ground at $3 for the first 8 pounds. Call for international shipping rates. Returns subject to a restocking fee. Prices and product availability subject to change without notice. Specials and promotions may be limited to stock on hand. Not responsible for typographical errors.

©1996 Multiple Zones International. All rights reserved.

MasterCard VISA DISCOVER

Your Source Code

CG609

Circle Reader Service #140

DIFFICULTY LEVEL: EASY / INTERMEDIATE / ADVANCED

Pulled Hamstring

Interactive Magic's Olympic Hopeful Stumbles At The Finish Line

by Gordon Goble

Nearly naked, a 3D-animated runner hurtles through the countryside of an ancient land, bounding gracefully over the obstacles in his path, heaving small objects as far as his mighty muscles will allow. He serves as a solid precursor to the modern decathlete, and also as a dramatic opening to BRUCE JENNER'S WORLD CLASS DECATHLON. Jenner himself then appears, and one almost expects him to plug his latest exercise device, but thankfully, he does not. Instead, this is just the first of many times we'll see the 1976 Olympic decathlon gold medalist throughout the game, offering hints, instructions, and a gaggle of personal anecdotes on what is arguably the ultimate athletic discipline.

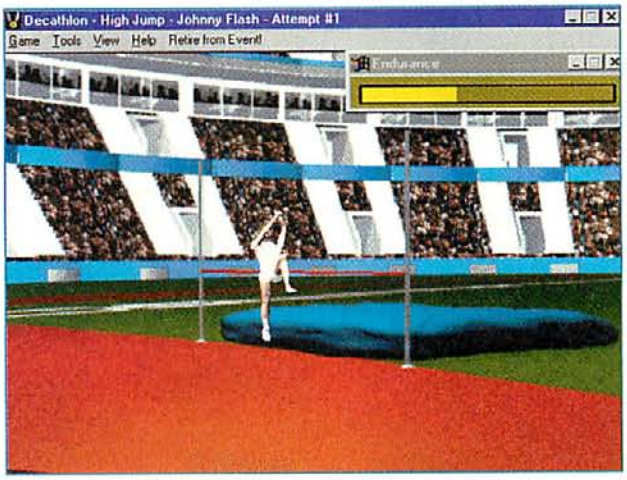
Unfortunately, aside from Jenner's generous presence, DECATHLON is yet another reminder that replicating track-and-field competition on a PC is not an easy thing to do—at least not in this basic a format. Sporting weak animation and very little in the way of required user prowess, DECATHLON offers a modicum of tactical preparation followed by loads of repetition and a smidgen of good timing. Moderately intriguing out of the blocks, the game becomes substantially less so down the stretch.

ON YOUR MARKS

The object of the game is simple: build a well-rounded athlete and send him into battle. You begin with a "default" kinda guy, one who sports equal skills across the board. To create a winner, you'll need to customize his sprinting, middle-distance running, weight throwing, jumping and overall coordination skills. The kicker is that each time you add points to a skill, a certain amount of endurance is removed. So you've got to make improvements carefully, because if a guy blows his wad on the 100 meters he won't have as much left for the next event.

On the field, you view your digital decathletes in a close-up view, and, for the racing events, in an overhead view as well. The animation is usually sufficient, but in events like the 1500 meter race, the overhead view is blatantly out of sync with what's really going on. In addition, the tough-to-gauge perspectives of the high jump and pole-vault can be a tad annoying, as is the 400 meter race points system, which sometimes awards *nothing* for no logical reason.

So, what's the gamer doing during each event? In short, not enough. Running segments involve little more than a left-mouse button click to begin the race, and then the odd application of left-button speed bursts and a right-button lane change. Things don't get much more exciting during jumping and weight throwing. One click initiates the approach or throwing motion, and another will release the weight or leave the ground before fouling. A pleasant exception is the 110-meter hurdles, where you hold the left button for speed, while tapping the right at just the precise moment to clear each jump.

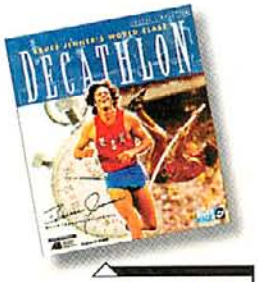


MISSED IT BY THAT MUCH Most of the decathletes in WORLD CLASS DECATHLON take the "floppy" approach to high jumping.

TO THE SHOWERS

What keeps DECATHLON moderately fascinating is the need to monitor the competition. Who's leading? Is he strong in the next event? Do you expend more energy on another high jump attempt, or is your current mark enough to hold the lead? This makes for interesting tactical judgments and is certainly the program's brightest spot.

But, ultimately, DECATHLON's big problem is that it's far too easy and quick. I had played the game for just over two hours, practice and tutorial time included, when I'd become the proud recipient of a silver medal at the mid-difficulty level. The game does sport multiplayer capabilities on a single computer, which spices things up a little, but not enough to vault this one onto the podium.



Price: $39.95
System Requirements: 486DX-66 or higher, Windows 95, 8 MB RAM; 27 MB hard disk space, VGA video adapter (SVGA supported), 2x CD-ROM drive, Microsoft-compatible mouse; supports Sound Blaster compatible sound cards.
Protection: None (CD must be in drive).
Designer: Holy Mackerel! Media in association with Dallas Multimedia
Publisher: Interactive Magic, Research Triangle Park, NC
(919) 461-0722
Reader Service #: 328

APPEAL: Track-and-field fans who don't know where else to turn; gamers looking for a quick lunch hour fix; Bruce Jenner groupies.

PROS: Interesting and lengthy commentary from Mr. Jenner, good strategic maneuvering of player stats.

CONS: Not enough game; dated, jumpy animations; no feeling of accomplishment.

CG RATED

Driving. Shooting. Slamming. Loud music.

Featuring the music of GOD LIVES UNDERWATER

No, it's not the Los Angeles Freeway.









It's SlamScape. And it just might drive you insane.

After a devastating accident you find yourself in a mysterious sanitarium hooked up to the highly experimental SlamScape Simulator. A previous experiment gone awry has trapped 16 innocent people in this twisted simulated world and it's up to you to get them out.

With fast-action gameplay inside an interactive soundtrack by *God Lives Underwater*, and the fastest 3D real-time graphics available, it's like taking the scenic route to hell and back. Battle your own private demons at lightning speed. And thrash your head off in 360 degrees of pure danger.

SLAM SCAPE

- **4** life threatening zones, **5** twisted levels.
- Real-Time **3D** graphics. (60 frames per second on PlayStation™)

Like taking a trip through your worst nightmare...but worse.

AVAILABLE ON: PC CD-ROM & PLAYSTATION™

Experience SlamScape at www.viacomnewmedia.com

Circle Reader Service #176

CALL 800-469-2539 TO ORDER.

DEVELOPED BY VIACOM newmedia™

© 1998 Viacom International Inc. All Rights Reserved. Viacom New Media, SlamScape and all related titles, logos and characters are trademarks of Viacom International Inc.

FIRE WHEN READY



Introducing **HIND**

A new game from Digital Integration—developers of "Best Simulation of the Year," Apache. Climb into the cockpit of the most highly armored, heavily gunned and fiercely tenacious combat gunship of the Eastern Bloc. Strap yourself into the Hind-Mi-24.

Expect the fast action and powerful 3-D visual effects that only the makers of Apache could provide. Visual effects that make the absolute most of new low-altitude terrain technology and advanced artificial intelligence based on actual Russian army activity.

Experience full tilt combat, soviet style.

Unlike other helicopter flight sims, Hind incorporates troop deployment, troop drops and pick-ups. There's even a multiplayer feature that allows for the ultimate mission: head-to-head combat with the Apache.

Just remember, once you get the enemy in your sites, lock in and fire when ready. You may not get another chance.



Developed by
Digital Integration

INTERACTIVE MAGIC

© 1996 Interactive Magic

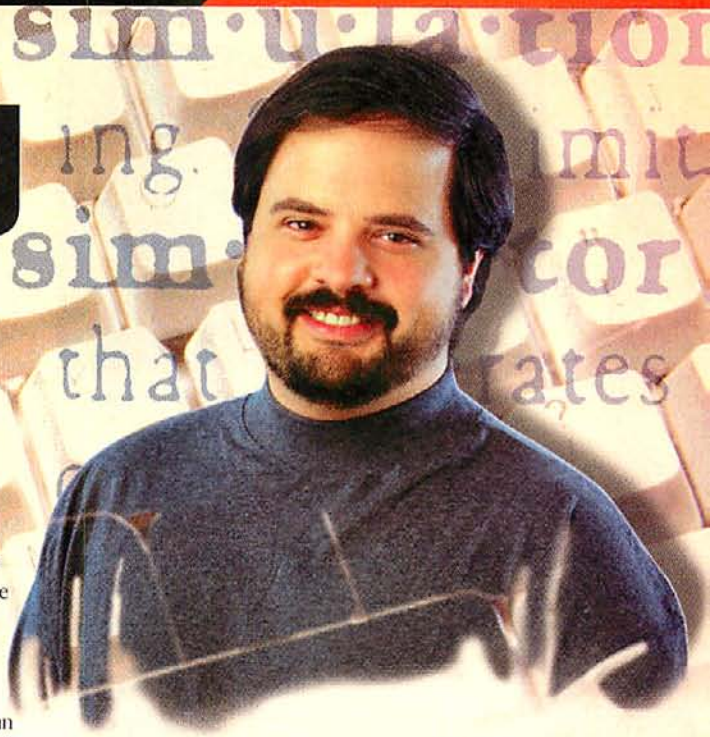
Look for Apache and Hind Demos on our website!
www.imagicgames.com

PO Box 13491
Research Triangle Park, NC
27709

To order direct: 888-946-2442

Padlocking The Future

Breaking Out The Crystal Ball And Forecasting The Future Of Sims



August, 1995. Windows 95 is released and the face of the simulation world changes forever. The days of sound card and video card configuration, of locating VESA drivers, of praying for support for the more esoteric sim peripherals on your system, are past. Now getting started with a new simulation is as easy as popping a CD into your computer and watching it automatically load. DOS is dead forever.

In an alternate universe, perhaps. Our reality is one where most of the sim action is still taking place under MS-DOS, where the few Win 95 simulations are ports or minor enhancements of DOS games. Other than the usual faster computers, the sim world today doesn't look dramatically different than it did this time last year.

That's going to change, though. The promised PC renaissance is still on the way, it's just arriving a bit more slowly than we expected. When it finally takes hold, look for sims to arrive that will make today's games look positively primitive.

HARD CHOICES

As always, the most dramatic changes will come in the area of hardware. If you're a dedicated flight, space, or racing sim fan, you've probably come to terms with the expensive reality that you need to replace your system every two or three years to get the horsepower necessary to run the hottest software. We're entering another cycle of hardware upgrades now. Look for new standards to hit in 1997 for the early adopter crowd—standards that the mainstream sim players will have to adopt by 1998 to stay current.

Chief among the upcoming changes is the microprocessor. Intel has wrung nearly all the performance out of the current Pentium design that it can. Our testing showed 200-MHz Pentium chips are a mere 10 to 15 percent faster than their 166-MHz brethren, and that's with the addition of other high-speed components such as SDRAM memory. With the motherboard running at a relatively poky 66-MHz maximum speed, souping up the chip's internal clock speed any further has diminishing returns.

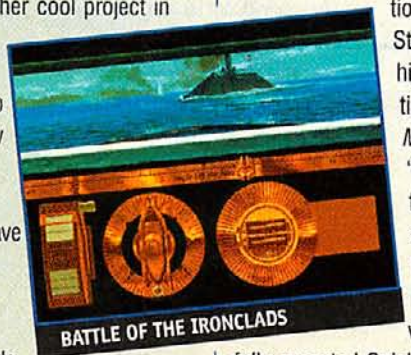
The Pentium's not dead yet, though. The new MMX Pentium chips will start to

> **"The Pentium isn't dead yet, but its days are numbered."**

ON THE RADAR

▸Our ultra-sensitive Internet worms have picked up a hint that ThrustMaster has another cool project in the works–a device to better take advantage of the mode in sims like FALCON 4.0 and BACK TO BAGHDAD that allows you to show one of your MFDs (Multi-Function Displays) on a monochrome monitor. If you don't have an old Hercules card gathering dust, ThrustMaster may have a solution on the way.

▸If your tastes tend more towards the historical, you'll want to check out Grolier's upcoming BATTLE OF THE IRONCLADS. This naval simulation set during the War Between the States puts you at the helm of the highest-tech vehicles available at the time–the *Monitor* and the *Merrimac*–for both historical and "what-if" missions. If the AI is up to snuff, this Civil War ironclad sim will be a welcome respite from the frantic pace of modern combat. History buffs will find it worth the purchase for the beautifully-executed QuickTime VR tours of the ships–especially since the real things are still sitting under water.



BATTLE OF THE IRONCLADS



VIVID NIGHTMARES FLYING NIGHTMARES 2 will be one of the first sims to try to entice you to buy a 3-D card—dropping one in your system will yield dramatic textured graphics at resolutions up to 1024x768.

appear in coming months, and will give the design one final performance boost. These chips should help the speed of even older simulations, thanks to their bigger 32K internal L1 caches. But the strongest boost will come for sims that take advantage of the new MMX instructions, which can considerably speed graphics manipulations on systems without 3-D hardware. FALCON 4.0's developers report a 30 percent frame-rate speedup on systems that take advantage of MMX support.

The real action will soon move to a chip with a more promising future, though. Intel's initial Pentium Pro designs were lousy sim engines. They ran 16-bit code more slowly than a comparably clocked Pentium, and the support chips couldn't pump out video very quickly. Look for a new Pentium Pro design to hit soon that does away with the internal L2 cache; this will hurt performance a bit but drop prices dramatically. The performance shortfall will be made up by the addition of MMX instructions and better support for running older 16-bit code. By late 1997 we expect the upgraded Pentium Pro to be the chip of choice for performance-hungry sim fans.

The next most significant change is one that, happily, won't require you to replace your entire system. I've seen early Alpha versions of flight simulations that take advantage of the second-generation 3D chips from Rendition and 3dfx, and I was absolutely blown away. Once you've flown a sim on a system equipped with good 3D card, going back to standard SVGA is like watching a cartoon. Be warned that it's a little early to make this jump, though. The first-generation 3D chips such as S3's Virge and ATI's 3D Rage are based on older 2D designs, and while they provide some impressive texture and filtering effects, they don't provide the 3D speedup of the ground-up designs.

PERIPHERAL VISIONS

You may not be stuck looking at those dazzling 3D graphics on your dinky old 15-inch monitor, either. Gateway's Destination system is just the first of the "big-screen" solutions for gamers. I expect to see more systems and separate monitors with sizes of 25 to 31 inches pop up over the next year, eventually dropping to prices not much higher than a TV of the same size. And we won't necessarily be watching these screens from across the room—a 31-inch monitor on a (sturdy) desk is the closest you can get right now to a "virtual reality" experience.

Speaking of VR, don't expect VR glasses to be a significant factor over the next year. Mind you, they're a *lot* of fun to use, but until the resolution reaches at least 640x480 at prices lower than the current low-res units, they just can't replace your monitor.

But don't think you're through buying new hardware yet. I'm going to be first in line for a force-feedback joystick when they hit the market in coming months. You haven't experienced flying a sim until you find yourself overspeed in a dive and your joystick fights you as you attempt to pull up. Once you've used a force-feedback stick, older designs seem positively flaccid.

SOFT SELLS

What will you be running on all that new hardware? It won't be Windows NT 4.0, at least not in 1997. NT's hardware protection features and poor DOS compatibility make for terrible performance for your old DOS games—if you can get them to run at all. And despite the addition of DirectX to NT 4, don't expect the majority of 32-bit Windows games to be very compatible with the new OS.

You will, however, very likely be running Windows 95 (or the upgrade, code-named *Nashville*, slated to ship in February, 1997). There haven't been many compelling Win 95 sims yet, and the best—such as SU-27 FLANKER and FLIGHT UNLIMITED—are also available for DOS. But that's going to change soon. Most of the sims set for release next year are designed specifically for Win 95. And now that the DirectX toolkit is reaching maturity, those games will finally start to really take advantage of the operating system, making the upgrade worthwhile—especially in conjunction with the hardware upgrades outlined above.

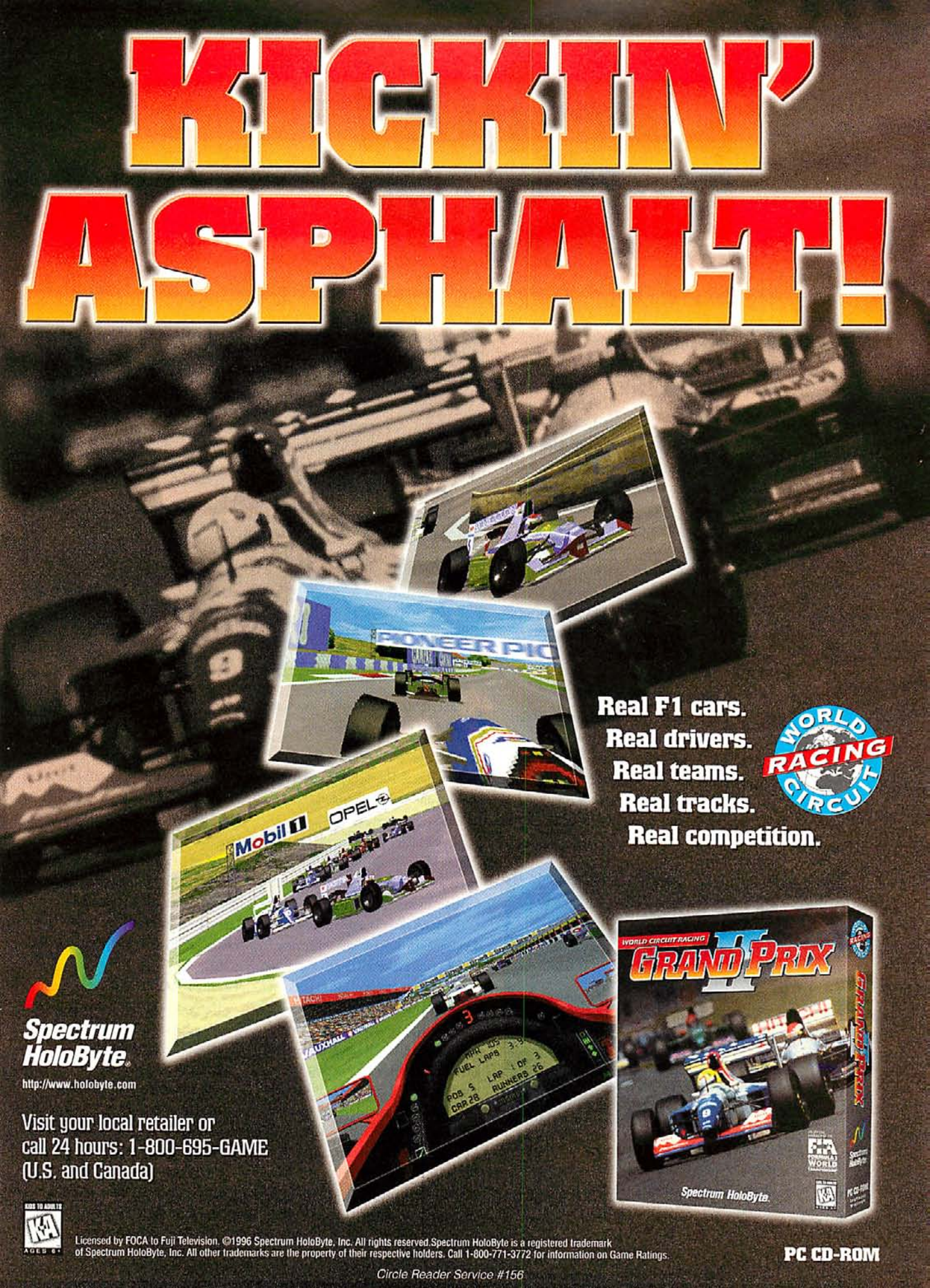
It's the hardware that's going to change the face of simulations, but Win 95 will be the glue that ties it all together and makes it easy for developers to take advantage of the new features. DOS holdouts will find that OS getting only a little more sim support than AmigaDOS in a year or so. And unlike the premature passing of the Amiga, the belated death of DOS is a good thing, an event that's long overdue. CG

CG TIPS!

Some hints to get you cruising smoothly in BACK TO BAGHDAD:

- You can speed up mission loading a bit by making sure to load SMARTDRV.EXE before starting the sim. It still takes a long time, but the wait is noticeably shortened.
- Here's an odd one: some gamers have reported that BACK TO BAGHDAD, a DOS game, actually runs smoother under Windows 95. Especially if you have lots of memory.
- If you're using a Hercules monitor to display the MFD, be aware that this configuration won't work under Windows 95. You'll have to boot back to DOS or the secondary monitor will be scrambled.

KICKIN' ASPHALT!



Real F1 cars.
Real drivers.
Real teams.
Real tracks.
Real competition.

WORLD RACING CIRCUIT

Spectrum HoloByte.
http://www.holobyte.com

Visit your local retailer or
call 24 hours: 1-800-695-GAME
(U.S. and Canada)

Licensed by FOCA to Fuji Television. ©1996 Spectrum HoloByte, Inc. All rights reserved. Spectrum HoloByte is a registered trademark of Spectrum HoloByte, Inc. All other trademarks are the property of their respective holders. Call 1-800-771-3772 for information on Game Ratings.

PC CD-ROM

Circle Reader Service #156

Longbow Bullseye

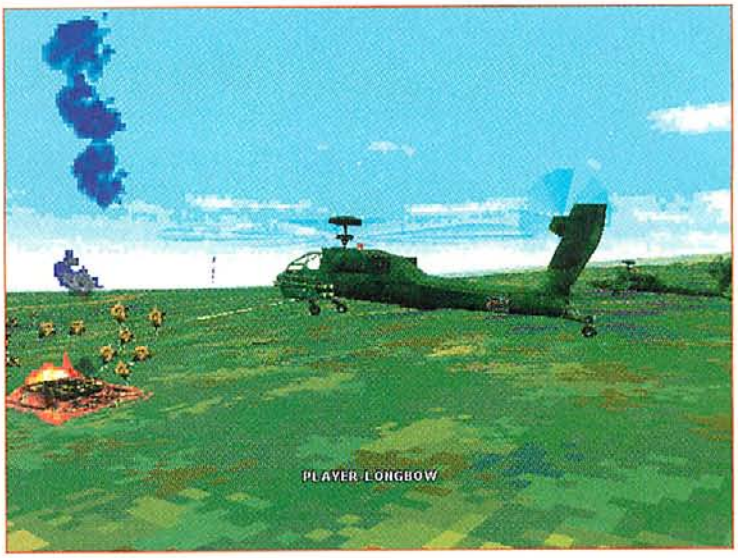
Staying On Target In Jane's Chopper Sim

by Robin G. Kim

The tactics required to survive in the realistic combat environment that JANE'S AH-46D LONGBOW portrays are quite different from those most veterans of fixed-wing flight sims are used to. This article will take you beyond the basics covered in the manual and training missions, helping you make the most of your Longbow Apache–the deadliest attack helicopter in the world–when flying at the highest realism and difficulty settings.

CG-ROM

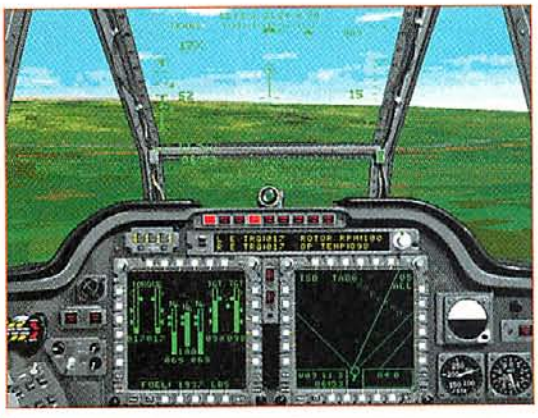
Learn from experience: Ride with us on a sample Longbow mission on this month's CG-ROM.



PERSISTENCE PAYS OFF The 30mm chain gun can kill even a T-80 tank if you hose it down long enough at close range.

LOW AND SLOW

For a fighter pilot, getting low and slow in hostile territory can mean big trouble. For the pilot of an attack helicopter, flying nap-of-the-earth at 50 knots, 20 feet off the ground, is business as usual. Use the collective to control altitude instead of the cyclic, because the collective is much more responsive and helps maintain a constant speed. The flight path marker, available only with the Transition IHADSS (Integrated Helmet And Display Sighting System) mode, is a valuable aid when flying in the weeds at any speed. Just keep it pointed in the direction you want to go.



NAP OF THE EARTH Reducing collective to descend this slope while keeping the nose high avoids unwanted acceleration. At the right sink rate, the flight path marker will follow the contour of the hill as shown here.

The quick stop maneuver, a rapid deceleration to a hover without gaining altitude, is an important one to master for staging bob-up attacks or just to peek over the top of a ridge. The key is to modulate the collective to maintain altitude as you flare with the cyclic. Be prepared to add lots of collective as you slow down and translational lift disappears. Stay above 10 feet–higher if pointed downhill–to avoid hitting the ground with the tail boom. Once you're below 15 knots, activating Hover Hold will finish the job.

Because popping up from behind a hill tends to expose you to any threats lurking to your flanks or rear, get as close as possible to the hilltop so you won't have to rise as high. A quick 360 degree scan before unmasking, to check for enemies you may have bypassed, never hurts either. If you must go over, rather than around, a hill, do so at the lowest possible altitude; staying in the ground clutter will often prevent your detection by enemy radar even when they have a clear line of sight.

MEMORY MAP

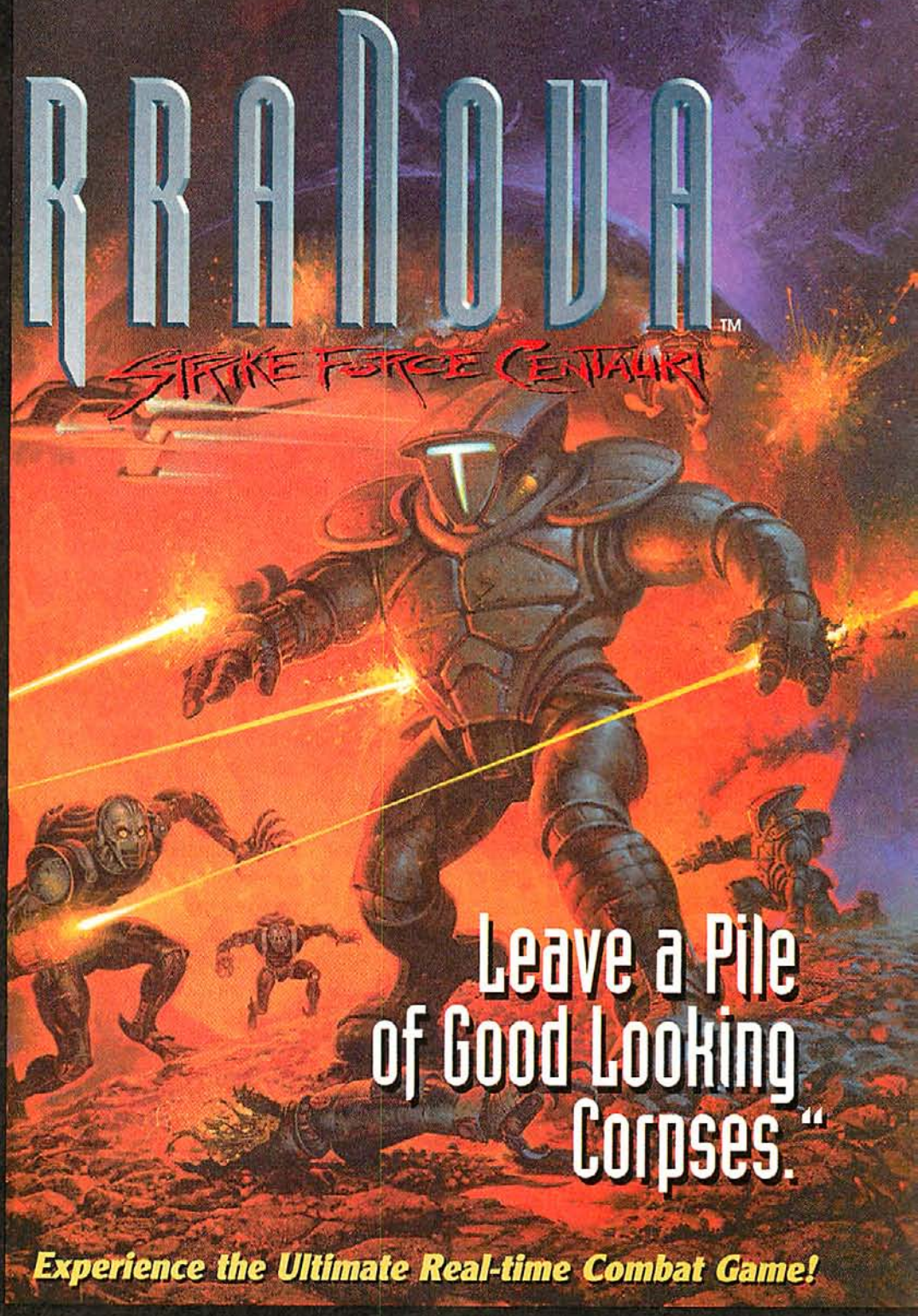
The Longbow radar system memorizes every target it detects. The TSD (Tactical Situation Display) shows a map that combines what the radar sees now with everything it saw earlier. This is an invaluable situational awareness aid, but note that the last known locations of moving targets get stale over time after contact is broken.

If your ingress flight plan happens to take you near a tall hill far behind the front lines, it's useful to "preload" your

"Live Fast, Die Young..."

TERRA NOVA™

STRIKE FORCE CENTAURI



"EXPLOSIVE!"
– PC Gamer

"Terra Nova... equals, and sometimes exceeds Mech Warrior2 or Wing Commander"
– Computer Gaming World

"★★★★"

"Terra Nova can't be beat. Period."
– PC Games

Leave a Pile of Good Looking Corpses."

Experience the Ultimate Real-time Combat Game!

A Looking Glass Technologies Production

©1996 Looking Glass Technologies, Inc., Cambridge, MA. Terra Nova is a trademark of Looking Glass Technologies. All rights reserved.

Available at major retail outlets or order direct

1-800-360-7455

Download our demo: www.lglass.com



PERIPHERAL VISION The TADS acquisition mode has the advantage of allowing you to track targets outside the ground radar's field of view. Since line of sight works both ways, it will also tell you which targets may be able to spot you.

radar map by popping up for a quick long-range radar sweep before proceeding. Though it's prudent to scan around periodically for air threats, using the 360 degree air radar mode has the unfortunate side effect of clearing the Longbow's memory of all targets as well as Priority Fire Zones. Unless you get into a dogfight, it's better to rotate the entire ship in a circle while remaining in ground radar mode than to endure the information loss.

The TADS (Target Acquisition and Designation System), with its wide field of view, complements the Longbow's radar. Your Copilot/Gunner uses it constantly to scan for and call out contacts. Those he labels as "friendly" or "target" can be safely ignored; all others are enemies.

SWEET SIXTEEN

The heart of the Longbow Apache weapon system is the RF (Radio Frequency) Hellfire. Rocket pods offer more shots, but it's usually best to equip both choppers in your element with full complements of 16 Hellfires each.

Staying low and at a distance renders you undetectable to enemy radar. Hence, the Hellfire's LOAL (Lock On After Launch) mode is rarely useful except for attacking from behind a hill at close range or when you have to bob up higher than about 40 feet to lock onto your target(s). If your wingman launches a Hellfire at a target you've ordered him to attack, avoid turning so far that the target leaves the TSD view, because your wingman will match the turn, causing his missile to lose lock and miss.

Hellfires don't work against airborne helos or Su-25s, which, coincidentally, are your biggest threats. Unlike SAMs and AAA, these will hunt you down in your hiding places; keep tabs on them so they can't sneak up from behind. Enemy choppers are best engaged from maximum range with two Stingers each—one rarely does the trick. The Su-25 moves fast and is hard to bring down, so avoid it. Evade its devastating strafing attacks by putting it near your three or nine o'clock and moving fast. Ordering your wingman to attack a distant aircraft is usually not a good idea because he'll charge out toward it, heedless of danger. However, if you're about to get tangled up in a dogfight, use the "weapons free" command to let your wingman fight on his own.

SPEED VS. STEALTH

Different missions require different tactics. For close air support tasks where you must clear a path for advancing forces or help defend against an oncoming enemy, attack quickly—even if it means risking more exposure than you'd like. Killing the enemy after they've run roughshod over your comrades on the ground won't earn you any medals.

If your job is to clear a landing zone for transport helicopters, again you must start out fast, this time to build a big enough lead that you can afford to take your time sanitizing the LZ. Most other missions involve attacks on point targets where time is on your side. These favor a slow, cautious approach throughout.

The tactics and procedures presented here should enable you to pilot your Longbow Apache more effectively in the electronic battlefield. Just remember to fly low, stay invisible, and make every attack an ambush—chivalry is dead.

Apache Classic

The early AH-64A Apache is available for selection in any mission. Choosing it over the AH-64D Longbow version will more accurately simulate the historical missions in Panama and Kuwait, and offers a greater challenge—*much* greater—in campaign missions.

Similar in most ways to the Longbow Apache, the AH-64A's lack of radar profoundly diminishes its capabilities. Its main disadvantages are poorer situational awareness aids and decreased firepower.



AH-64A APACHE

Without radar, line of sight is required to spot targets with the TADS—if you can see them, they can often see you. Detection of aircraft behind you becomes impossible. Even worse, there is no TSD or ASE to map targets for you; you have to build a mental map in your head. You must also classify all targets yourself using only the TADS view.

Without radar, you're left with laser-guided Hellfires, which have a shorter range than the RF variant, cannot attack multiple targets simultaneously, and require you to stay exposed as you guide them in.

How do you cope with all these disadvantages? You must rely heavily on your Copilot/Gunner. When on the move, cycle constantly through the targets he's spotted so you know right away when new ones appear. Use the Ctrl-T and Alt-T commands often to prioritize the target list. You will detect threats at close ranges more frequently, so be cautious, especially when cresting hills. Always keep an escape route in mind should you suddenly need to retreat behind cover.

If you decide it's just too tough for you, remember this: The AH-64D is not even in service yet. The A version used by US Army aviators to kick butt during Desert Storm is still the best they have.

The ultimate computing resource online

ZDNet™

http://www.zdnet.com

From the sources you trust:

- PC Magazine
- PC Week
- PC Computing
- Computer Shopper
- Windows Sources
- MacUser
- MacWEEK
- Inter@ctive Week
- Computer Life
- FamilyPC
- Computer Gaming World
- Yahoo! Internet Life

Be sure to sign up for Personal View
ZD Net's FREE news service that you can easily configure to track only the companies and products that interest you most.

Click into ZD Net's world-renowned Shareware Library and start downloading!
Over 10,000 programs — all tested, rated and reviewed by ZD Net editors.

Join in! There's a lot going on —
from wide-ranging discussions with industry leaders, to topical weekly chats with editors and ZD Net personalities — there's always something new, exciting and insightful happening at www.zdnet.com.

See You Online!

Circle Reader Service #290

Return to a Time When the Rifle was King...

PC-DOS CD-ROM



WARGAME CONSTRUCTION SET™ III: AGE OF RIFLES™ allows you to build armies and participate in the endless battles fought between 1846 and 1905. Choose from 6 campaigns and 60+ scenarios – including 3 Civil War campaigns and 25 Civil War scenarios. Or create your own battles using the Campaign Editor!

IBM SVGA DISPLAY



TO ORDER:
Visit your retailer or call 1-800-601-PLAY with Visa/MC (North America only).

KIDS TO ADULTS K-A ESRB

WARGAME CONSTRUCTION SET and AGE OF RIFLES are trademarks of Strategic Simulations, Inc., a Mindscape Company. ©1996 Strategic Simulations, Inc. All rights reserved.

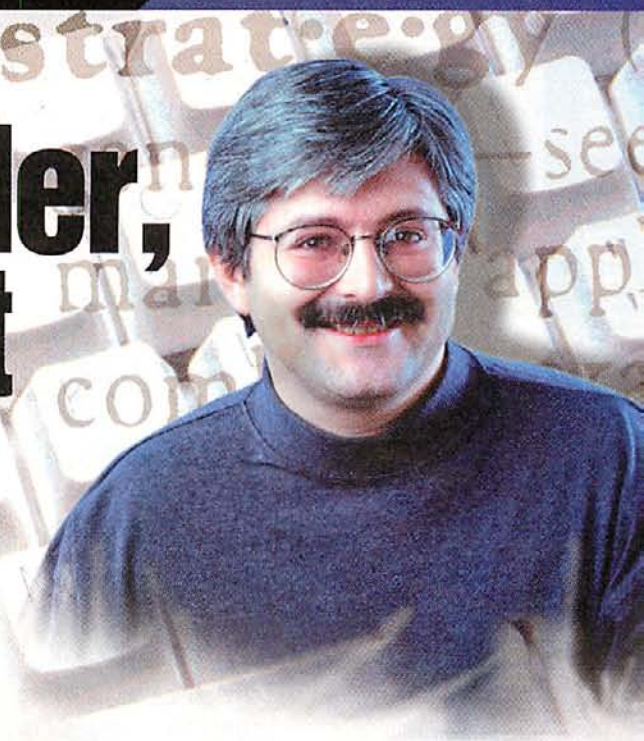
SSI

A MINDSCAPE® COMPANY

Circle Reader Service #207

Star of Wonder, Star of Might

SSI Tries To Conquer The Gaming Galaxy With STAR GENERAL



It was with great amusement that I recently read a competitor's comment about STAR GENERAL as a case of "sequel-itis." Cute, certainly–but totally off the mark. Actually, when you look at the best strategy/wargames of the last year or so, almost all are sequels. COMMAND & CONQUER was essentially DUNE 3, and CIV II and WARCRAFT II have somewhat obvious origins, as does FANTASY GENERAL. Even the best historical wargame, STEEL PANTHERS, wouldn't have been possible without the interface/accessibility lessons SSI learned from PANZER GENERAL. The reason that these games overcame the dreaded "derivative" stamp was that they added enough of their own newly addictive features. When a sequel is notably less than the original, as with ALLIED GENERAL, everyone knows it. But the argument that all sequels are but pale shadows is simply laughable. *Elfstones of Shannara* is at least as good a novel as *Sword of Shannara*, and *Godfather II* has, if anything, more depth than the original movie. Games are no different than books or films. All such media try to bridge the gap between art and entertainment.

STARS THAT GLITTER

The upcoming STAR GENERAL is a case in point. Senior scripter Chris Carr and others in the mysterious SSI Special Projects Group crafted a pretty good back story for FANTASY GENERAL; you'd expect more of the same for STAR GENERAL. Instead, SSI is basing the game on *The Fleet* anthology series, edited by David Drake (of *Hammer's Slammers* fame) and Bill Fawcett. No resting on laurels here.

Ironically, by staying with the familiar GENERAL turn-based game system–albeit with some modifications–the situations from the books can be most faithfully re-created. There's certainly no shortage of tactical and strategic challenges: hunting down blackmailing raiders in the depths of space, reducing a galactic salient, launching preemptive strikes at assembling invasion fleets, mounting relief expeditions, even destroying your enemy's industrial infrastructure.

The first difference that you note from the rest of the GENERAL series is that the action is primarily naval–space navies, that is. Every possible ship from tiny recon vessels with virtually no firepower to

> "STAR GENERAL has scope that even PANZER GENERAL lacks."

BRIEFINGS

▸**That other classic space conquest game,** REACH FOR THE STARS, is finally being redone for Windows 95. SSG will develop the product, to be released by Microsoft next year.

▸**"I'm not dead yet" Department:** MAGIC: THE GATHERING would seem to be stillborn after the departures of first Arnold Hendrick and then Sid Meier from MicroProse, right? Wrong. Our sources informed us that Sid will receive upwards of $400,000 from Spectrum HoloByte to finish the game. MicroProse still expects the game to ship sometime this fall, but given the storied history of this product...draw your own conclusions.

▸**This Month's "Bang for the Buck":** SSG's latest compilation, THE COMPLETE CARRIERS AT WAR, isn't perfect: It still has only VGA graphics. The lack of combat animation may turn off those weaned on COMMAND & CONQUER or WARCRAFT II. And there is no campaign mode. What this bargain set *does* give you is a highly playable and tense re-creation of every major aircraft carrier engagement of WWII. The CAW CONSTRUCTION KIT is also included, if you want to simulate obscure engagements near South Java, or if you wonder how Midway might have turned out if the Battle of the Coral Sea had never happened. The excellent documentation, tough AI, and the addition of new scenar-

▸▸▸▸continued on page 198

TERRY COLEMAN

BRIEFINGS

▸▸▸▸continued from page 197

ios for the Atlantic and Mediterranean theaters make this a worthwhile addition to any wargamer's shelf. Contact SSG [(904) 469-8880] for more info; the package has a street



price of about $39-45.

ONCE MORE INTO THE DRINK SSG's COMPLETE CARRIERS AT WAR offers the best WWII Pacific gaming series at a bargain price.

▸**Bonus "Bang for the Buck":** Avalon Hill made its reputation with board games, and in that tradition, the new *Hannibal* is one of the best I've seen this year. Using an adaptation of the elegant *We the People* system, *Hannibal* uses cards, political markers and a fast-paced combat routine to make the Second Punic War playable in under three hours. Scipio Africanus at Zama, Hasdrubal, Hamilcar, the other Hasdrubal ("he's not my brother"), double envelopments at Cannae, elephant charges, sieges, starvation over the Alps, the tactical genius of Hannibal–it's all here. A fine game for novices and veteran gamers alike; very replayable. *$40, Avalon Hill,*

massive battleships able to take out most smaller ships with one volley are included.

Space combat is broken down into missile and beam attacks, which are matched against the defenses (armor, shields, etc.) of the defending ship. Losses are split between destroyed and damaged units, much like kills and wounds in FANTASY GENERAL. Also, as with all games in this series, you can get a good idea of expected losses before committing to combat.

More powerful ships tend toward greater firing ranges and fuel consumption. Resupplying ships in the great galactic ocean requires fleet tenders, star bases and refit stations–a nice touch, as opposed to the fleets of PANZER GENERAL, which never seemed to run out of fuel. Research, always a GENERAL hallmark, translates here into Tech Levels. As new Tech Levels become available, unit costs increase, as well as their capabilities: better beam/missile defense, bigger fuel tanks, longer movement capability, and greater search range. To keep formulaic players from cracking the system, wild cards are included in the mix. My favorite are the missile boats, cheap and very effective against much more expensive ships. The tension of quality versus quantity is made more acute by unit limits in some scenarios.



CARRY A BIGGER STICK The advantages of high-tech weaponry are obvious on this Level-6 battleship: great defense, plenty of fuel and massive weaponry.

STAR SOLDIER

Once you achieve "space superiority" in a given star system, the scenario isn't over. You must move transports of troops to orbit and assault the planet. While combining space with planetary combat has been around for years in the sci-fi board game arena, there have been few attempts on the computer side. The latest was STAR LEGIONS, a distant descendant of the old STAR FLEET II game that crashed more often than the local demolition derby.

STAR GENERAL handles this balancing act by equating 15 turns on the planetary surface to 1 turn in space. This works well, but has the danger of bogging down in scenarios where there are too many planets to

CG TIPS!

▸Short of cash in AFTERLIFE? Just type in "$@!" and you'll get an easy 10 million Pennies. But there's a catch: If you use this cheat five times, you'll be greeted by an old friend from *Star Wars*. It's pretty easy to figure out what's going to happen once you see the surprise guest...

▸If you enjoy trashing your AFTERLIFE with various disasters, here's a new one for you. Type "SAMNMAX" (all caps) three times. Just ignore the menus that pop up and continue to type. Then clear out the menus and you'll get an interesting, but a bit disastrous, cameo.
–Thierry "Scooter" Nguyen



HOLDING BACK THE FLOOD The Wilmington-Charleston corridor is your lifeline to Europe in AMERICAN CIVIL WAR. Defend it at all costs.

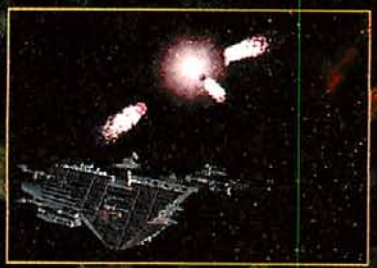
▸If you are playing the Rebels in AMERICAN CIVIL WAR with the Union on the highest AI level, it will target your coastal cities in a way that'll make Winfield Scott's Anaconda Plan look like a rowboat on the Potomac. You can't defend the entire Atlantic coast, so you should fight to keep Charleston and Wilmington. Build up the coastal batteries and spend the resources to place an ironclad in Wilmington. With a little luck, you can hold this key port until the end of the campaign, even if Charleston falls.–*Terry Coleman*

The face that launched a thousand starships.

"Best game I've ever been in!" Harika, Alien

"Visually rich— a captivating sequel!"
Fred Ford and Paul Reiche III, *Designers – Star Control and Star Controll II*







STAR CONTROL 3™

THE FATE OF A THOUSAND WORLDS IS IN YOUR HANDS...AGAIN.

Circle Reader Service #44

ACCOLADE

KIDS TO ADULTS K-A AGES 6+

Star Control 3 is a trademark of Accolade, Inc. ©1995 Accolade, Inc. All rights reserved.
Created by Legend Entertainment and based upon characters created and used under license from Paul Reiche III and Fred Ford.

TERRY COLEMAN

Starship Troopers



INTO THE BREACH This close-up shows a typical drop zone, with easily defensible terrain between your troops and the enemy production centers. No one said this was going to be easy.



CLOSE ASSAULT 2400 Save some Tech Level advances for ground combat units, so that you can wipe out planetary opposition quickly. Note the icy terrain here, as opposed to the lush greenlands in the other example.

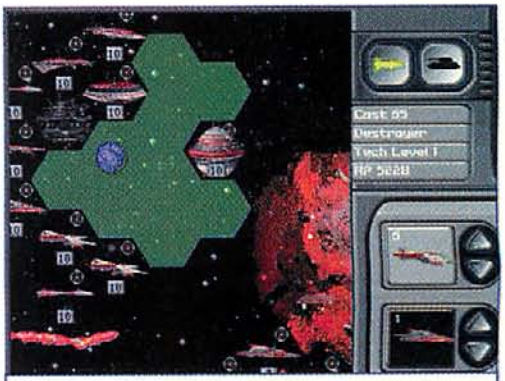
assault. The planetary assault itself resembles a high-tech WWII airborne paradrop, complete with drop zones and interception by enemy air forces. PANZER GENERAL fans will be in their element here, as tanks and infantry are much the same in any era–only with more killing power. There are plenty of different worlds and terrain types for your soldiers to fight over, from ice worlds to deserts to rich, green farmlands. Still, it's the weapons that delight: Gauss guns, plasma ordnance, personal jump packs, hover tanks, even mega-molecule refractive armor. Until someone gets around to making a first-person 3D space simulation of Steve Jackson's classic *Ogre* supertank game, this has enough sci-fi flavor to keep any strategy gamer content for earth years.

Once you make planetfall, you must capture and hold all the cities on the planetary map for two turns. Alternatively, you can just eliminate all the defenders. After you have crushed the opposition, you have the option of building production centers (see chart).

The detail doesn't stop with the worlds, either. Unlike most space games, the galaxy of STAR GENERAL is full of space dust and debris. You may attempt to mine asteroids for resources. If you get too close to a black hole, your vessel will get sucked into its gravity well. Ion storms disrupt ships of either side, caring little about their lofty aspirations of galactic conquest. Nebulas and rifts wreak havoc with search and recon missions. And all of these potential hazards are right out of a 1950s Technicolor film–both beautiful and deadly.



STARS IN MY POCKET The panoramic graphics are more than empty prettiness. They help you to keep the jumble of ships straight, and they showcase the space "terrain."



FIGHT AND RUN AWAY Every ship in STAR GENERAL has its place. The destroyer here can be deployed for starbase defense or be used as a fast, inexpensive escort for troop transports.

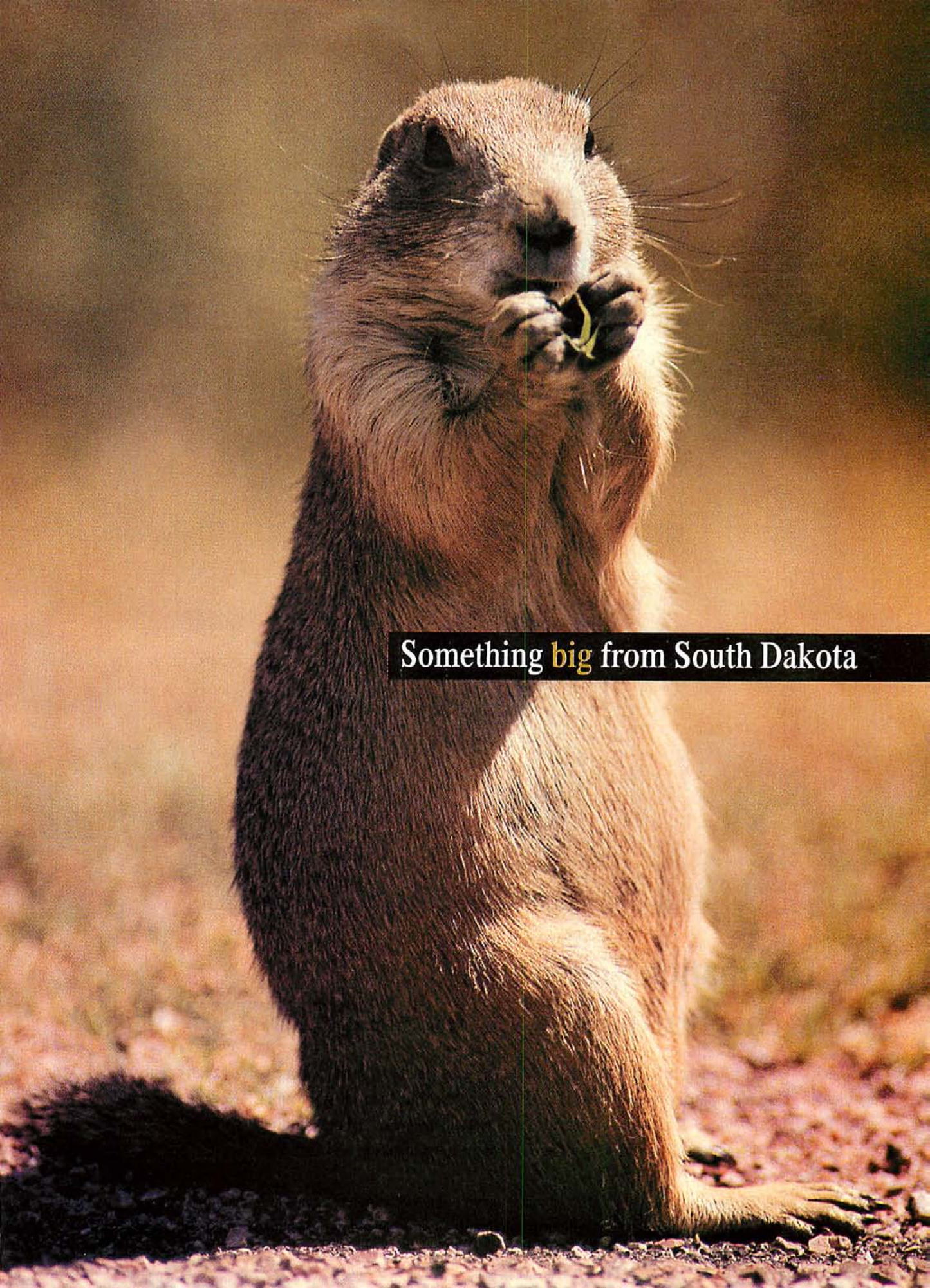
Still, the heart of any GENERAL game is the robust campaign, and STAR GENERAL shouldn't disappoint–so long as you don't mind playing the Human side. The alien races run the gamut from the sneaky Cephians with stealthy ships to the barbarian Khalians to the paranoid and overpowering Dragonians. There is even an insectoid race, the Xritra, that genetically engineers its ships–talk about biotech! For those who wish to play the campaign from the the alien side, maybe STAR GENERAL II is in the works? To be fair, there are plenty of tactical and strategic challenges in each of the four planned campaigns. Search-and-destroy missions, marine landings on vacuum planetoids, sneak attacks to gain rare isotopes, fights for control of asteroid belts–all calculated to present a variety of problems for any aspiring Fleet commander.

Additionally, STAR GENERAL plans to support both network and modem as well as e-mail play. To further facilitate multiple human play, SSI is designing specially balanced scenarios outside of the campaigns. Will all of this be enough to avoid the dreaded sequel-itis label? If the scenarios I played in this early version are any indication of the quality of the final product, STAR GENERAL will be one of the biggest hits of the gaming galaxy.

If we're lucky, maybe SSI will even do a sequel…

Production Centers

Type	Products
Agridome	Food and natural plants
Factory Complex	Resources from raw materials
Mining Complex	Metals and related materials
Production Plant	Final goods
Miitary/Industrial Complex	Ground units
Orbital Docks	Spaceships

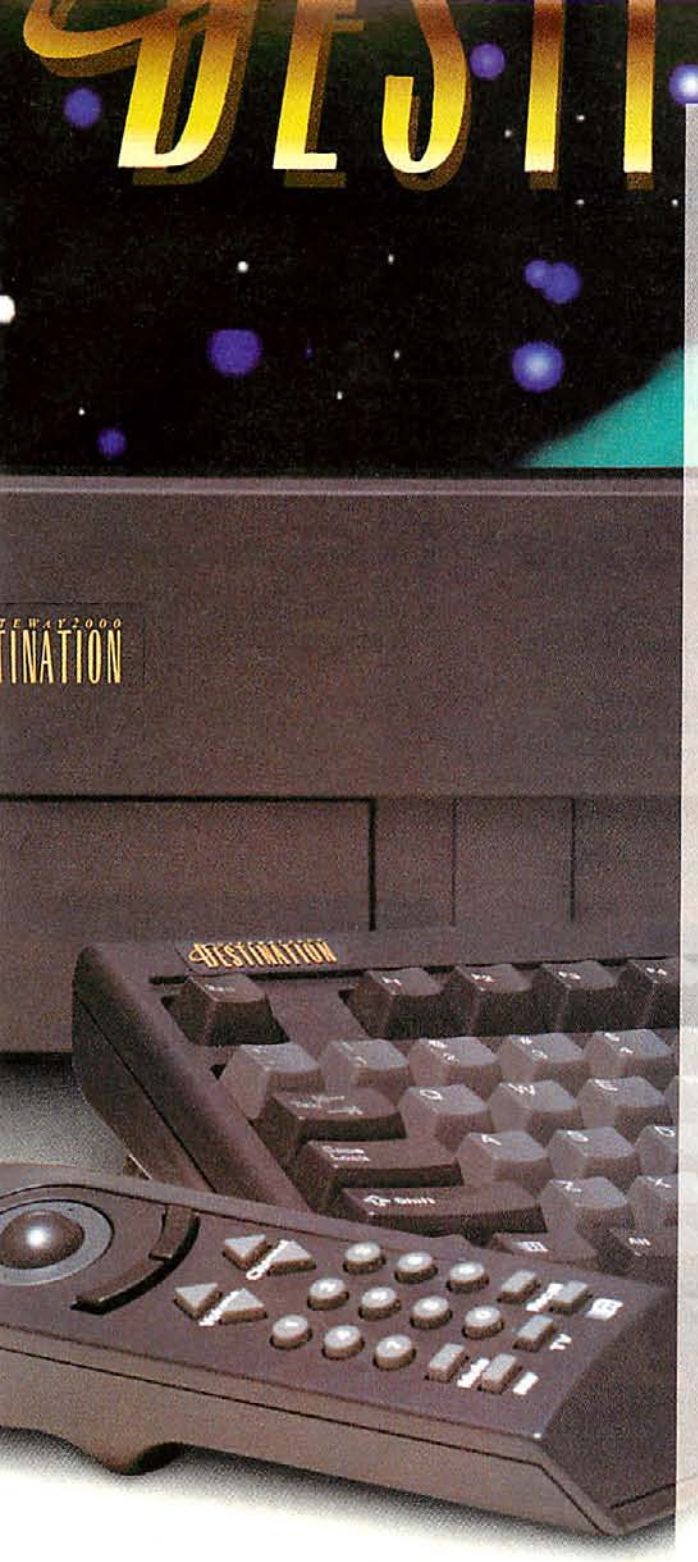

Something big from South Dakota



The Destination Big Screen PC.
We've changed the way you look at computers. Again.

Gateway 2000 has pioneered a whole new computer category that merges the fundamentals of a fully configured multimedia PC with the impact of a big screen TV. We call it the Destination™ Big Screen PC. Now you can surf the Net and watch TV *at the same time*! Kick back with a gang of friends and dive into the latest multimedia software applications, all from the comfort of your couch. Or from anywhere else in the room thanks to a 31-inch VGA monitor, wireless keyboard and Field Mouse® remote control.

It's all part of Gateway's tradition of bringing value, service and technological advances to customers first. To find out more about the Destination Big Screen PC and our whole family of desktop and portable PCs, give us a call today. We'll give you the big picture.



Hold the phone! The reviews are in:

"A multimedia dream machine."
—Janice J. Chen & Jim Forbes, *Windows Magazine*

"The idea's such a natural one, you wonder why someone didn't think of it before. On a scale of 1 to 10, Destination is a 10."
—Don Crabb, *Chicago Sun-Times*

"If you don't want one of these you're not breathing."
—Aaron Goldberg, *Computer Intelligence InfoCorp*

"The keyboard and hand-held remote use radio-frequency signals, not infrared, so there are no worries about line-of-sight problems. The home PC has been redefined. Gateway got this one right."
—Jim Seymour, *PC Magazine*

"Finally a PC that's truly a family experience."
—Robin Raskin, *FamilyPC Magazine*



intel inside
pentium PROCESSOR

GATEWAY2000
"You've got a friend in the business."®

call TOLL FREE! 888-846-0010

Circle Reader Service #295

GATEWAY 2000 DESTINATION

D5-166

- Intel® 166MHz Pentium® Processor
- 16MB EDO DRAM
- 256K Pipelined Burst Cache
- Destination 31" VGA Color Monitor
- STB® 2MB VRAM Graphics Accelerator w/ Cable-Ready TV Tuner
- 2GB 11ms EIDE Hard Drive
- 3.5" Diskette Drive
- 8X CD-ROM Drive
- 16-Bit Hi-Fi Wavetable Audio Card
- TelePath® 28.8 Fax/Modem
- 7-Bay Charcoal-Colored PC Case
- Wireless Keyboard w/ Integrated EZ Pad™ Pointing Device
- Field Mouse® Remote w/ Integrated Trackball and Four-Channel RF Receiver
- Microsoft® Windows® 95
- Destination Software Collection
- Gateway Gold™ Service and Support for Big Screen PCs*

$3899

D5-200

- Intel 200MHz Pentium Processor
- 32MB Synchronous DRAM
- 256K Pipelined Burst Cache
- Destination 31" VGA Color Monitor
- STB 2MB VRAM Graphics Accelerator w/ Cable-Ready TV Tuner
- 3.2GB 11ms EIDE Hard Drive
- 3.5" Diskette Drive
- 8X CD-ROM Drive
- 16-Bit Hi-Fi Wavetable Audio Card
- TelePath 28.8 Fax/Modem
- 7-Bay Charcoal-Colored PC Case
- Wireless Keyboard w/ Integrated EZ Pad Pointing Device
- Field Mouse Remote w/ Integrated Trackball and Four-Channel RF Receiver
- MS Windows 95
- Destination Software Collection
- Gateway Gold Premium Service and Support for Big Screen PCs*

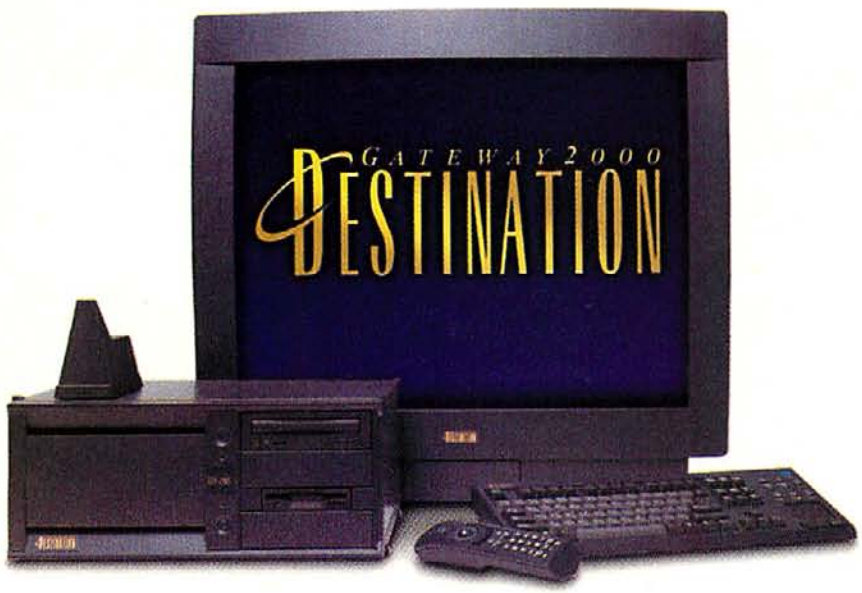
$4399

Software

Destination Software Collection

- Microsoft Encarta® 96
- 3D Atlas
- Nickelodeon™ Jr. Play Math!™
- Hansel & Gretel and The Enchanted Castle™
- MS Magic School Bus™: Solar System
- Monopoly™
- The Hive™
- You Don't Know Jack™ (*may not be suitable for children*)
- MS Plus
- MS Cinemania® '96
- MS Works 95
- Quicken® SE (*available only in the U.S.*)
- Harman Interactive SmartTV™ Programming Guide

** Includes one-year limited warranty for Destination 31" monitor. Call or write for a free copy.*



Options

- **harman/kardon High-Fidelity Sound System**
  Seven-piece Dolby® Surround Sound Pro Logic speaker system including AVR-10 audio/video receiver with remote, subwoofer, center channel and four satellites for the ultimate home stereo experience.

  $699

90 DAYS
NO PAYMENTS
Ask about our "90 Days No Payment" Program!

Toll free from Canada
800-846-3609

Toll free from Puerto Rico
800-846-3613

GATEWAY2000
"You've got a friend in the business."®

call TOLL FREE! **888-846-0010**

http://www.gw2k.com/destination

intel inside pentium PROCESSOR

Designed for Microsoft Windows 95

©1996 Gateway 2000, Inc. GATEWAY 2000, "G" logo, TelePath, Field Mouse and "You've got a friend in the business" slogan are registered trademarks, and Destination and EZ Pad are trademarks of Gateway 2000, Inc. The Intel Inside Logo, Intel and Pentium are registered trademarks of Intel Corporation. All other brands and product names are trademarks or registered trademarks of their respective companies. All prices and configurations are subject to change without notice or obligation. Prices do not include shipping or applicable sales tax.

CG CHOICE

Bring It On

DIFFICULTY LEVEL: EASY, INTERMEDIATE, ADVANCED

Blizzard Delivers New Campaigns And Challenges For WARCRAFT II

by Elliott Chin



DON'T PLAN ON SLEEPING With the new scenarios and campaigns, the expansion set is sure to keep many gamers happily occupied in the land of Azeroth again.

Even after exhausting three-hour performances, great music groups sometimes reserve a final burst of energy for that rousing encore at the end of the show. Similarly, the artists at Blizzard, after delivering a wonderful medley of real-time strategy gaming in WARCRAFT II, have returned with an encore called BEYOND THE DARK PORTAL to extend the experience further.

DARK PORTAL is the expansion set for WARCRAFT II, and it's a great follow-up to the original hit, with new scenarios, campaigns, terrain, heroes and challenges. This expansion disk offers, first and foremost, two new campaigns for the Orc and Human sides, each with 12 scenarios. Let the Orcish or Human general be forewarned, though, this isn't a walk in the park. Play the first scenario of the Human campaign and the first thing you'll notice about the DARK PORTAL expansion set is that it is incredibly tough. The computer now starts out with a lot more units, and you're usually in a very inferior position as you begin each scenario. And that's as it should be, since the storyline now has you leaping into the veritable belly of the beast. On the Human side, you have taken the battle to the Orcs, having traversed the portal into their realm of Draenor, battling enormous odds in the hopes of ultimately exterminating their evil. The challenge from the Orcish side is just as tough, as you now must unite the many warring factions of the defeated Horde and begin anew the quest for bloodshed.



BAD DRAGON One of the coolest features of the expansion set is the addition of hero units with incredible stats; Deathwing the Black Dragon is the most gruesome example.

NEW BLOOD

Two things stand out regarding the new campaigns. Blizzard has made a good attempt to really differentiate the two campaigns, and both advance a different storyline. Unlike the original, where the first five or so missions in each campaign were identical, DARK PORTAL campaigns



Running Down Your Foes

If you're losing but don't want to resort to cheats, try these tips to get a leg-up on the computer opponent or your friends in multiplayer battles.

1) To win, you need lots of gold. The first thing you should do is recruit as many peons or peasants as possible to harvest lumber and mine gold, because any cash shortage will invariably slow your troop production.

2) Build towers early because they will not only prevent enemy troops from entering your base, but also allow you the luxury of diverting resources from military production to structure building. Guard towers are especially useful if you expect to be attacked by air units. Since towers have relatively low hit points, surround them with farms, which can absorb a lot more damage. While enemy units are busy trying to get past the farms, the towers can chew them up easily.

3) On the human side, make extensive use of invisibility. Cast this spell on a knight, the fastest ground unit, and send him to scout out enemy territory. If you have air units, you can cast the spell on a flying machine or zeppelin to make reconnaissance runs in secret. Other units are too slow to take advantage of the spell.

4) On the Orc side, have your Death Knights resurrect slain peasants. Because they are the easiest and quickest units to kill, peasants can be dispatched quickly by accompanying grunts and then raised as more powerful skeletons. A single death knight with full mana can thus create a ready-made war party of five skeletons in seconds.

Price: $29.99
System Requirements: IBM compatible 486-33 or better, 8 MB RAM, 2x CD-ROM Drive, hard drive, SVGA graphics, DOS 5.0 or higher; requires WARCRAFT II to play; supports most major sound cards.
of Players: 1-8 over IPX network
Protection: None (CD must be in drive)
Designer: Cyberlore Studios
Publisher: Blizzard Entertainment
Irvine, CA
(800) 953-SNOW
Reader Service #: 323

start out completely different depending on the side you've chosen, and they continue that way. Another nice touch is that the missions aren't as mindless as some of the earlier missions in WARCRAFT II. Since they assumed that everyone who buys DARK PORTAL will have already played through WARCRAFT II, Blizzard went ahead and made sure all the scenarios in the new campaigns were challenging and very tough. In many cases, you'll need to maximize your strategy by exploring quickly, building camp immediately and sending out your forces for quick strikes and to divert enemy attention. The new campaigns will thoroughly frustrate many gamers, but then they'll also challenge you to think quickly and act efficiently.



DWARVES ON PARADE Enemy installations are much tougher to crack in BEYOND THE DARK PORTAL; use dwarves or sappers to clear away clusters of enemy troops and to destroy towers.

Aside from the new campaigns, there are also 50 new scenarios for single and multiplayer games. They are much tougher and in some cases, much weirder, than the stand-alone scenarios from WARCRAFT II. There is one scenario set up like a chessboard and another where your units are heroes on steroids with multiplied hit points and damage. But most of the added scenarios are fun and different, keeping the variety alive in the gameplay.

GREAT HEROES AND MONSTROUS DRAGONS

BEYOND THE DARK PORTAL also has new hero units, and unlike in WARCRAFT II, they're more than just pretty faces. Now, the heroes have enhanced stats. Each side has five heroes, and they are beefed-up representatives of some of each side's basic troops. There is a footman hero, named Danath, with triple hit points and attack, as well as an archer heroine, gryphon riding hero and other units. The Orc's dragon hero, Deathwing, in particular, is awe-inspiring, and there is a certain feeling of exhilaration in commanding this hovering behemoth of death to lay waste to Human villages.

Another nice feature that you'll find in the new campaigns is a new type of terrain, the Orcish homeland, where trees are mushrooms, rocks and goldmines are black, and the sea is bubbly and green.

All is not perfect in the DARK PORTAL, though. For one, the missions are at times a bit too difficult, and I fear some may give up in desperation before they crack the particular scenario they are stuck on. Many others who manage to defeat the computer will still notice some AI flaws, such as the fact that the enemy never uses Goblin sappers. Also, when I tried to create a new map with the new Orcish terrain and hero units, I couldn't. Fortunately, Blizzard has a patch in the works that will fix this problem. Look for it at Blizzard's website at www.blizzard.com.

With all the new features, the much more challenging and intelligent scenarios, and the new campaign, BEYOND THE DARK PORTAL is a must-buy for any WARCRAFT II fan. Best of all, though, is that Blizzard isn't trying to rip you off for the chance at new conquests and more WARCRAFT gaming. At less than thirty dollars, you have no excuse not to pick up this expansion set. All gamers who enjoyed their sojourn to Azeroth and wanted to stay longer will definitely want to experience this rewarding encore to an already wonderful game.

Cheating Your Way To Victory

The tough missions in DARK PORTAL are sure to stump more than a few WARCRAFT II players. Here are some cheats for those times when you don't care to fight fairly. To use them, press enter and then type the code.

Unite the clans—Automatically wins scenario.
You pitiful worm—Automatically loses scenario.
It is a good day to die—Grants invulnerability and super strength to your units and buildings.
Glittering prizes—Gives you a hoard of gold, lumber and oil.
Valdez—Boosts your oil reserves.
Hatchet—Speeds up your lumber harvesting.
Every little thing she does—Upgrades player's magic.
Deck me out—Upgrades units.
On screen—Displays entire map.
Make it so—Accelerates building construction.
There can be only one—Automatically wins campaign.
Tigerlily—Enables scenario jump.
Level Name (e.g. Orc15)—Jumps you to the appropriate scenario; the scenarios in the DARK PORTAL campaign are 15 to 26.
Disco—Changes soundtrack to a more contemporary tune.

APPEAL: Anyone who enjoyed WARCRAFT II will love this expansion set, and those who dig real-time strategy gaming or fantasy will want to get copies of both WARCRAFT II and this expansion set.

PROS: Two new campaigns, dozens of new single-player and multiplayer scenarios, hero units that actually have heroic stats, and more challenging missions.

CONS: Some missions may be too difficult and frustrating to sustain interest, and the AI still has a few flaws.

CG RATED 4½ STARS

They beat you senseless.

They kidnapped your partner.

They stole your spaceship.

It's Payback Time.

THE DIVIDE: ENEMIES WITHIN™



Over 30 types of vicious enemies and 12 diabolical bosses



You wake up from an eons-long sleep only to find yourself on a forsaken planet filled with angry mutants. You've got to outsmart them, outblast them, and escape from this hell hole once and for all. Power-up, my friend. You'll be here a while.

Touching down this fall on PC CD-ROM & PlayStation™

Play the demo:
www.viacomnewmedia.com

Call (800)-469-2539 to order



Ten deadly weapons and 15 butt-kicking power-ups



Nine incredible 3D worlds with 50 realistic stages

Designed for Microsoft Windows 95

PlayStation

Radical ENTERTAINMENT

VIACOM newmedia™

RATING PENDING RP CONTENT RATED BY ESRB

© 1996 Viacom International Inc. All Rights Reserved. Viacom New Media, The Divide: Enemies Within and all related titles, logos and characters are trademarks of Viacom International Inc. Microsoft, Windows, and the Windows logos are all registered trademarks of Microsoft Corporation. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment, Inc.

DIFFICULTY LEVEL: EASY / INTERMEDIATE / ADVANCED

One Hell Of A Game

LucasArts' First Strategy Game Takes You On A Ride To Heaven And Hell

by Tim Carter

"Studies have shown that the only thing to keep lost souls from wandering off is the promise of free beer."

Sage advice from Jaspar, one of your expert advisors in LucasArts' new sim, AFTERLIFE. As you might guess from the title, AFTERLIFE is sort of a celestial SIMCITY, where players control the construction of both heaven and hell. There is a lot of humor in the game, and, while most of the jokes are puns, the humor adds a very nice touch both in terms of dialogue and the overall strategy one must pursue to be successful.

As a Demiurge (the game's way of putting you in control without actually calling you God), you are responsible for all aspects of the development of both heaven and hell. As in its many predecessors, a large part of AFTERLIFE revolves around zoning areas for various types of development and constructing roads to connect them all together.

To make things more interesting, the basic goal of development in heaven is the opposite of that in hell. That is, in heaven, you must strive for harmony, efficiency, and an easy time for all. This means planning follows the same basic lines as other planning sims, with the emphasis on minimal traffic jams, good homes for everybody and so on.

In hell, on the other hand, the objective is to make the residents' lives, well, hellish. Really dysfunctional traffic systems, long gaps between sites, and other unpleasantries are all to be desired, not avoided.



WELCOME TO YOUR AFTERLIFE Your helpful assistants, Jaspar and Aria, along with the game's humor and dual-realm approach, make for some fun strategy gaming.

This makes sense, of course, and also means that you can't simply duplicate the construction of one plane in the other. The basic units of zoning are rewards (in heaven) and punishments (in hell). Each plane has seven different types of zone, based on the seven deadly sins and their mirror images, the seven heavenly virtues. In addition, players can (and should) buy residences and training centers for demons and angels, roads, bridges, heavenly gates, and even beer halls where lost souls can be held captive until their domiciles are ready (or until the beer runs out, whichever happens first).

Everything must be paid for by, you guessed it, pennies from heaven, collected from souls as they come through the front door. A key element to success in AFTERLIFE is getting your pennies-per-soul rate high enough that you are not trapped in deficit spending. Even if you keep the afterlife solvent, you may face other perils that can greatly disrupt your planning. Hell can freeze over, or your subjects may suffer destruction at the hands of the Four Surfers of the Apocalypso, to name only two possible disasters.

To make matters more complicated, heaven and hell are connected to a planet of mortals (not Earth, but distinctly Earth-



MUNICIPAL BUNGLING 101 City planners will delight in creating traffic snarls in hell. Invest in long windy roads, and make sure everything leads back to a single, narrow highway.



Price: $49.95
System Requirements: IBM compatible 486-66 or better, 8 MB RAM, SVGA graphics, 2x CD-ROM drive, 8 MB hard drive space; supports most major sound cards; Macintosh OS 7.1, 33Mhz 68040 or PowerPC.
Protection: None (CD must be in drive)
Designer: Michael Stemmle
Publisher: LucasArts San Rafael, CA (800) 98-LUCAS
Reader Service #: 324

"This is a spectacular game, and a riveting history lesson as well!" *PC Gamer*

WATERLOO™
BATTLEGROUND 3

PC GAMER EDITORS' CHOICE

COMPUTER GAMES STRATEGY PLUS STAMP OF APPROVAL

On Sale Now!

"Waterloo will likely put Napoleon back on the map!"
Computer Gaming World

"You're likely to find Waterloo in my library five or ten years hence!"
Computer Games Strategy Plus

Play Head to Head via modem

Play by E-Mail

PCD CROM



TALON SOFT

Available From
CHIPS&BITS INC.
PO Box 234 Dept 10746 Rochester, VT05767
Call 800-699-4263 Fax 802-767-3382
Int'l 802-767-3033 Source 10687

Questions? call us at 410-933-9191
To order call 800-211-6504 or order direct from our Web site
TalonSoft Inc. P.O. Box 632 Forest Hill, MD 21050

www.talonsoft.com

© Copyright 1995, 1996 TalonSoft Inc.



HELL'S GOT LEGS Many of the punishments and rewards are wacky and funny, like the ultimate lust punishment, The Big Tease Shower, which drives you so horny you go mad.

like), which affects the supply of souls to the afterlife. A decent world war can quickly overload an unsuspecting deity, particularly if he/she/it does not have the cash on hand to purchase an entire strip of beer halls.

The residents of your planet also hold a number of religious beliefs, which in turn affect the requirements of heaven and hell. For instance, some worshippers believe in heaven or hell only (HOHOs), and thus will go to only one plane. Others believe that heaven *and* hell await (HAHAs) and will thus serve their time in purgatory and then head upstairs for their final reward. Either may believe in reincarnation or an eternity in the afterlife, which will obviously influence your overall population. (Those who believe in reincarnation are the most profitable souls to have around, as they pay each time they arrive.)

On the whole, AFTERLIFE is a well-designed simulation that adds a lot of new twists to a successful game genre. Gameplay is further helped by the overall humorous approach, and by the diversity between heaven and hell.

Elementary Strategy

Unlike earlier sim games, AFTERLIFE does not necessarily reward a rapid initial expansion. Everything costs money, and cash usually becomes pretty short around the 100 year mark. (Or earlier, depending on your spending habits.) Since the flow of souls grows gradually as your planet develops, there is no need to rush into massive building early in the game. As a general rule, only build the absolute minimum, and go for quality over quantity whenever possible.

The following tips should get your first few games off to a good start.

- Manage your vibes carefully. In hell, bad vibes are good, as they make the environment less pleasant. In both heaven and hell, better vibes mean more sophisticated buildings. Better buildings mean more souls per square, and also more pennies per soul, which is the key to a positive cash flow.
- Train and house demons and angels from the beginning. Imported workers cost a lot of money, and topias send out beneficial vibes.
- Always listen to your advisors, and check with them for feedback often. They will give you advice about many things which are not in the rule book.

HELLISH DOCUMENTATION

The game's only real fault is that it was released with completely inadequate documentation. The manual is a little booklet that comes inside the CD case, and provides only the most elementary information about the zoning possibilities and the commands. There is almost no attention given to how to play, or how the various aspects of the game interrelate.

The on-line tutorial provides some help, and in fact, as tutorials go, is quite good, but it simply cannot make up for the complete lack of other documentation. Just to show that they are not completely neglecting their paying customers, LucasArts has included a few excerpts from the strategy guide.

Huh? Why not just include a little errata note saying "We have all the information you really want, we just figure we can get you to shell out a few more bucks to read it." The last time I checked, strategy guides were supposed to provide gamers with additional hints on winning, if they felt they needed them. Information crucial to playing the game in the first place should come with the game itself. Anything less is either incompetence or gouging.

The only mitigating factor in the case of AFTERLIFE is that in the course of playing the first few games most people will pick up all they need to know to be successful. In part this is because the basic game system should be pretty familiar to players by now, and because your celestial advisors will provide detailed, useful advice when things start to go wrong. Paying attention to their requests will guide you past most problems, along the way teaching you how to play. Still, this is no replacement for a decent rule book.

Still, the paltry instructions that do come with the game are enough to get you going, and even when you are losing, AFTERLIFE is a lot of fun to play. I have always questioned the long-term replayability of strategy simulations like these, which do not have an opposing player to race against. The success of SIMCITY, amongst others, suggests that I am in the minority here, but I do think that building the same type of heaven and hell time after time has a tendency to get boring.

Why couldn't the designers of AFTERLIFE have added in a multiplayer option where one player controlled hell and the other heaven? The rivalry seems like a natural, and it certainly would give the game a longer life on my hard drive.

In the end (grin), if you like this sort of simulation in general, you will probably have a great time in the afterlife. If SIMCITY put you to sleep, the humor of AFTERLIFE might keep you awake for a little while. And when you're not busy laughing, you'll have a great time playing Demiurge and doling out rewards and punishments in the afterlife.

APPEAL: Fans of SIMCITY who like laughs with their city building.

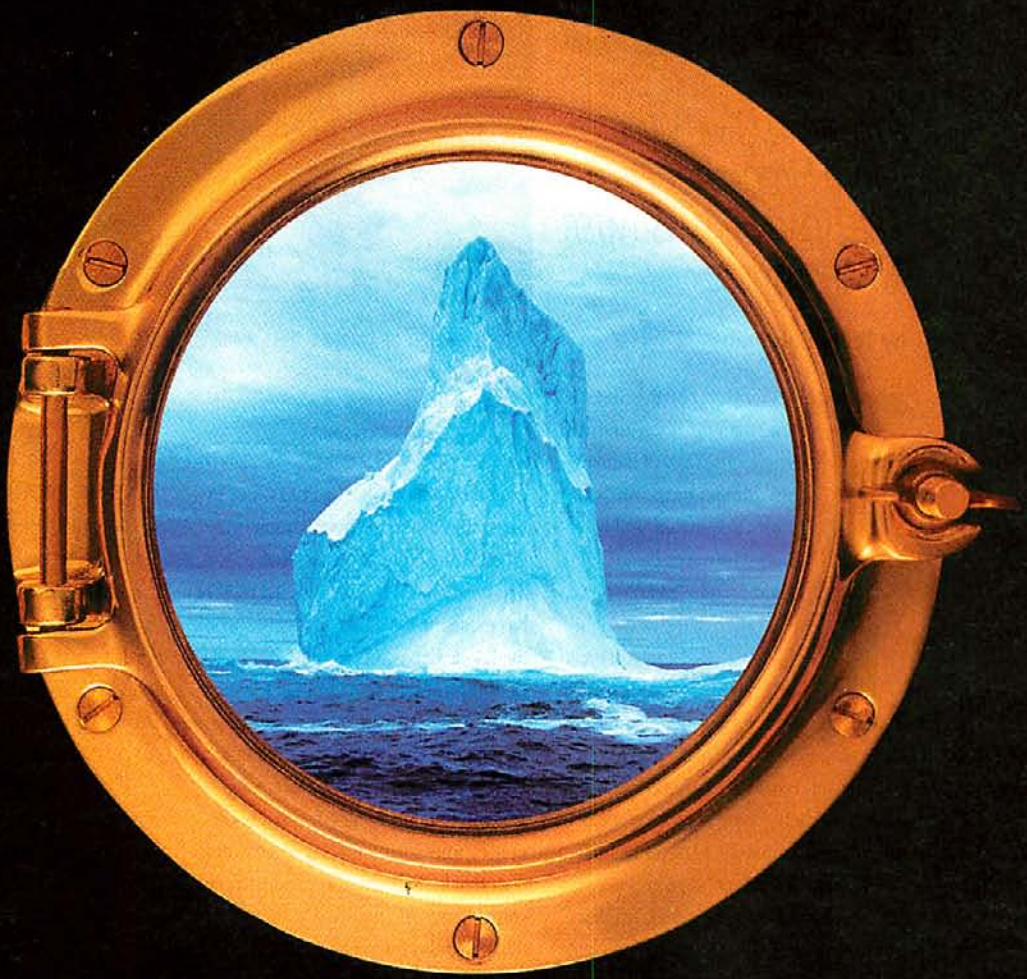
PROS: Lots of humor, two distinctly different and challenging realms to manage, good on-line help and a fresh approach to planning sims.

CONS: Horribly inadequate documentation and gameplay that eventually gets repetitive.

CG RATED ★★★★

TITANIC

ADVENTURE OUT OF TIME



This November, race to alter history on a ship out of time.

Free Demo Disk: www.im.gte.com/titanic

Circle Reader Service #240

©1996 CyberFlix, Inc. All rights reserved. CyberFlix is a trademark of CyberFlix, Incorporated. The GTE logo is a trademark of GTE Corporation. GTE Entertainment is a trademark of GTE Vantage Inc. Other brandnames and product names are trademarks of their respective corporations. CyberFlix, 4 Market Square, Knoxville, TN 37902, Phone: 423.546.1157 Fax: 423.546.0866 Tech Support: 423.546.7846 E-mail:support@cyberflix.com. Call 1-800-771-3772 for Information on Game Ratings.

GTE Entertainment

DIFFICULTY LEVEL: EASY / INTERMEDIATE / ADVANCED

When Johnny Comes Marching Home

American Civil War: More Firepower On The Road From Sumter To Appomattox

by Terry Coleman



THE FATHER OF WATERS 1863 scenario: New Orleans has fallen, and to keep the Mississippi River out of Union hands, Pemberton must hold the Vicksburg fortress and slow Grant's advance–challenging for both sides.

The War Between the States is more than dry history to most Americans. Tales of families torn asunder by the war, of homes decimated, and of relatives who never came home, are passed from one generation to the next–right along with the stories of great struggles at Gettysburg or Shiloh. I distinctly remember hearing some of these stories one night as a teenager, and (having memorized most of these tales) being unable to place one of the soldiers' names–I had never heard it before. This heretofore unmentioned ancestor buried in my family's Civil War lore turned out to be my great-great-great uncle. Seems that my great-grandmother's side of the family conveniently forgot to mention the man's existence to me for many years. His "un-person" status came about simply because the man had fought for the Union, and–you guessed it–he had thereby forsaken his native Mississippi.

BETTER TIMES ARE COMING

With a denial of reality that would do my great-grandmother proud, the computer gaming industry has ignored a simple fact: American Civil War games *sell*, even the mediocre (Blue And Grey by Impressions) and the poor (Empire's Civil War). Now, of course, that Talonsoft's Battleground: Gettysburg has made the Civil War again fashionable, the floodgates are open, with both Age of Rifles and Robert E. Lee: Civil War General (wonder where they came up with that catchy title?) on their way even as you read this. But as challenging and entertaining as these tactical/operational games might turn out to be, where does that leave more strategically-minded gamers?

Thankfully, Interactive Magic knows a diamond in the rough when they see it. American Civil War is the third attempt from Frank Hunter to perfect his The Road From Sumter To Appomattox design. And a long, difficult road it is, where you must tackle the tough decisions faced by Abraham Lincoln and Jefferson Davis. Should I remove the ineffective General Halleck and put Ulysses S. Grant in his place, regardless of the consequences? Do I risk violating Kentucky's neutral status? How do I get that blasted Stonewall Jackson out of the Shenandoah Valley?! If the answers to questions such as these were simple, it wouldn't be much of a game. They aren't, however. As a result, American Civil War is a complex, rich and ultimately satisfying game.



Price: $59.95
System Requirements: IBM compatible 486-33 or better, 8 MB RAM, 55 MB hard drive space, SVGA graphics, Windows 3.1 or better, 2x CD-ROM, Windows compatible sound card.
of Players: 1-2, hot-seat and e-mail
Protection: None
Designer: Frank Hunter
Publisher: Interactive Magic, Research Triangle Park, NC (919) 461-0722
Reader Service #: 325

WAS MY BROTHER IN THE BATTLE?

True to the strategic scale of the game, the smallest unit that may operate independently is a division; more commonly, you maneuver corps and armies. Each division is comprised of brigades, so that you may have famous units such as the Iron Brigade serving in their historical role as part of the Army of the Potomac.

Each unit begins as green, and with combat experience, can be transformed into a hardy group of veterans. Naturally, more experienced troops have better combat modifiers. So, for example, it's not uncommon for a group of veteran troops armed with inferior weapons to defeat larger forces comprised of mostly raw recruits. Inexperience tends to be more of a problem for the Union, since the Rebels rarely get enough volunteers to swell the ranks sufficiently to make up for their losses. All in all, though, the game provides a good simulation of the manpower differences between North and South–although the Confederates did a better job in real life of blending green troops into crack units without losing much efficiency, a situation that the game doesn't faithfully recreate.



*i*M1A2
A B R A M S



In 1989 the ultimate tank game was M1 Tank Platoon® from MicroProse®. It was strategy, tactics, and action combined in one great simulation called "The Best Tank Game Ever!" by Computer Gaming World.

M1 Tank Platoon was created by game designer extraordinaire, Arnold Hendrick, founder and chairman, "Wild Bill" Stealey, and the other dedicated professionals of MicroProse, Inc.

Now, Arnold and "Wild Bill" are at it again–ready to deliver the next "Best Tank Game Ever" in *i*M1A2 ABRAMS from Interactive Magic. With more strategy, tactics, and action than before. *Includes network and modem support for Head to Head or Cooperative combat for up to eight Players!*

Get all the details at www.imagicgames.com.

INTERACTIVE MAGIC

© 1996 Interactive Magic

PO Box 13491
Research Triangle Park, NC
27709

To order direct call toll free:
800-298-0837

CHARYBDIS ENTERPRISES, INC.

M1 Tank Platoon is a registered trademark of MicroProse, Inc. *i*M1A2 Abrams is a trademark of Interactive Magic.
©1996 Interactive Magic. All rights reserved.

Combat won't do much for those weaned on WARCRAFT II. Gone are the miniatures-style battles of SUMTER TO APPOMATTOX, victims of poor AI and unmanageable real-time command systems. While no doubt a painful decision for the designer, this radical change has improved the game immensely. When the competent strategic AI out-maneuvers your army, you must now save yourself through your wits instead of your mouse.

If anything, the combat options have been pared back too much. Now, all you have is a choice of Skirmish, Low or Moderate intensity. You make your choice, the computer rolls the bones (in more ways than one), and a lot of numbers get crunched, based on the relative morale, training, weaponry, supply, terrain and leadership of each force. It would have been nice to try outflanking, refusing flanks, frontal attacks, and other options, but I respect the decision, obviously made to keep the game's complexity from getting out of hand. (Besides, if it's battle intensity you crave, Talonsoft marches onto a new BATTLEGROUND every couple of months.) After the battle, the loser retreats and the victor is generally exhausted—a pretty fair simulation of Civil War conflict.

THE SOUTHERN SOLDIER BOY

Where the game really shines is in its depiction of leaders. Over 100 star-adorned military minds of both sides are rated for:

Aggressiveness = A personality trait much like Battle Lust in an RPG. A high rating here can change Defend orders to Attack–never a dull moment.

Inspiration = Affects overall morale of troops, and may give "morale shifts" to combat odds; leader may attempt to rally routed troops; an Army commander with high inspiration trains troops more effectively.

Initiative = Based on leader's experience and innate sense of timing; directly affects casualties and morale during and after battle.

Tactical Ability = Primary combat resolution statistic; may increase with experience.

This unique blend of ratings allows the leaders to emulate their real-life roles. McClellan, for example, is an inspiration to his troops. While perfect for training and whipping an army into shape, McClellan is so hopeless tactically that he eventually becomes a liability. If you remove "Little Mac" before his approval rating with the average Yankee soldier drops, however, you will find that *your* approval rating as President drops dramatically. It's not easy being Lincoln…

What does seem easy at first is playing the Confederates, with their dashing, talented leaders such as Lee and Jackson. But you soon find out that all these abilities and more are necessary to balance the North's enormous advantage in men, *materiel*, and huge Union fleets, poised to strangle the waterways of the South.

Eventually, you figure out that the detailed supply rules are more than just a nuisance. The transfer of food and munitions to the front and of cotton to Europe, is essential for any hope of Rebel victory. You learn how: to juggle production; to defend against amphibious invasions; to get your fast vessels past the Union naval blockade; and to manipulate European politics for more aid (and maybe, even an early end to the war). And you play the game again, and again, each time with a different strategy…

ASKHOAN FAREWELL

Are there problems with AMERICAN CIVIL WAR? Well, the Win 95 interface works, but at times, it's slower than a snail racing on a cold plate; running the game in Windows 3.1 is even more sluggish. You can't really open multiple windows, either. To be fair, the wonderfully complete manual includes a nice tutorial. And the game itself, while complex, has a nice internal logic. The multimedia add-on disk isn't Ken Burns, but it is professionally done, and certainly better than most Civil War fare for CD.

When you balance the irritations versus the number of options in the game–changing the Confederate capital, modifying slavery status, the scenario editor–it's hard to go wrong with this game. Provided, that is, that you accept AMERICAN CIVIL WAR for what it is: the best strategic-level game on the entire War Between the States. I'd like to think that, torn as he was between North and South, my great-great-great uncle would agree that this game does justice to both sides of the conflict–and to all the brave souls who fought in it.

Rewriting History: Confederate Playing Tips



HERE A LEE, THERE A LEE Send "Marse Robert" to Memphis, where he has a good chance of retaking Tennessee and/or threatening Kentucky. Just make sure to train your green troops heavily first.



VIRGINIA REEL Meanwhile, leave Joe Johnston as commander of the Army of Northern Virginia. While not as popular as Lee, Johnston can easily hold Fredericksburg against large numbers of Union troops.

APPEAL: If you're into Civil War grand strategy, this is the only game in town.

PROS: Depth and tremendous scope, from naval conflicts to the confused fighting in the Trans-Mississippi. Leader models and politics are excellent and seamlessly integrated.

CONS: Interface fails to take advantage of Win 95; long load times on anything less than a Pentium 90. Strategic combat is realistic, but way too streamlined.

CG RATED



Circle Reader Service #215

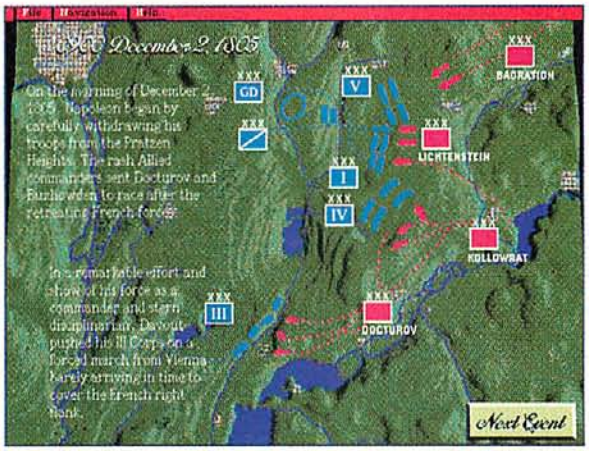
DIFFICULTY LEVEL: EASY / INTERMEDIATE / ADVANCED

The Battlefield's Higher Education

GameTek's WAR COLLEGE Just Doesn't Make The Grade

by Patrick C. Miller

Most gamers are willing to overlook a little marketing hyperbole if we're really interested in a game. But there are the occasional outrageous claims that you just can't let slide. When I saw on THE WAR COLLEGE box that the UNIVERSAL MILITARY SIMULATOR (I and II) is "the best-selling computer wargame of all time," my BS sensor blew a fuse. Sorry, GameTek, I know that revisionist history is *de rigueur* these days, but you might as well tell us that *Attack of the Killer Tomatoes* won an Oscar.



NAPOLEON'S AUSTERLITZ BLITZ WAR COLLEGE's point of merit is its detailed online encyclopedia. Here, the French victory over the Russians and Austrians at Austerlitz in 1805 is described.

While WAR COLLEGE is, in some ways, an improvement over UMS II, in other ways, it's as bad or worse than its predecessor. To say the combat model is unrealistic is to put it nicely. Unbelievable and ridiculous are more appropriate. You don't have to play this game long before you find yourself staring in disbelief at your monitor. Depending on your frame of mind, one of two reactions is likely: You'll either quit the game in disgust or have a good laugh at this so-called "military battle simulator" which GameTek hails as "the most sophisticated" and "most successful" of all wargames.



Price: $49.95
System Requirements: IBM compatible 486SX-33 or better, 2x CD-ROM, 2 MB RAM, 1 MB hard drive space, MS DOS 5.0 or higher (Windows 95 compatible); supports most major sound cards.
of Players: 1-2
Designers: D. Ezra Sidran, Ed Isenberg, Andy Kanakares
Publisher: GameTek Aventura, FL (800) 426-3835
Reader Service #: 326



SATELLITE RECON OF ANTIETAM WAR COLLEGE's impressive battlefield maps were constructed with the help of satellite photos, but they can't hide the fatally flawed combat model.

MILITARY CASE STUDIES

Rather than claiming, as UMS II did, that it can simulate any battle from history, WAR COLLEGE takes a new tack by offering four battles spanning ancient times to World War I. The battle of Pharsalus in 48 B.C. pits Caesar against Pompey during the Roman civil war. At Austerlitz in 1805, Napoleon faces Russian Field Marshall Kutuzov. From the American Civil War, there's the bloody clash at Antietam in 1862 where Union Major-General George McClellan takes on Confederate General Robert E. Lee. Finally, from World War I, there's the 1914 battle of Tannenberg in which German General von Hindenburg attacks a Russian army commanded by General Samsonov.

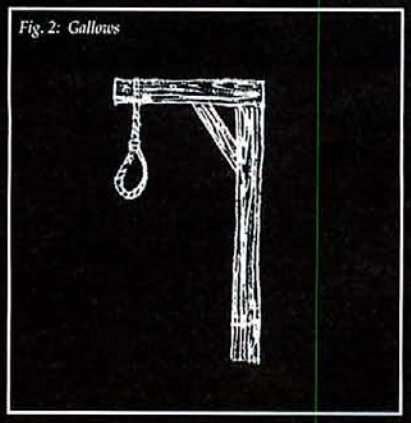
With the exception of Pharsalus—and only because it includes no fire combat—it's difficult to tell that most of these battles were fought decades or centuries apart. Practically the only discernible difference between scenarios is that formations available in some eras aren't available in others (although there was most definitely a square formed around Pompey's camp when I approached it with Caesar's cohorts).

THE SOUND OF SILENCE

There's also the matter of the game having absolutely no sound. What game publisher in the 90s produces a game without sound? Even the rudimentary games I played on my Kaypro II back in the mid-80s had sound. But with WAR COLLEGE, once you get past the music in the introductory screens and the online encyclopedia, the game is totally silent. Apparently, professors at the WAR COLLEGE want it quiet in their classrooms.

After loading the game, you can scroll







Where's the sport in that?

CRIME IS RAMPANT.

JAILS ARE OVERPOPULATED.

ENTER THE COMMITTEE OF RECREATIONAL TERMINATION (C.O.R.T.),

HELL-BENT ON PUTTING THE SPORT BACK INTO CAPITAL PUNISHMENT.

YOU'VE BEEN SENTENCED: DEATH OR DEATHDROME.™

YOUR ONE CHANCE FOR SURVIVAL RIDES ON A FUTURISTIC DRIVING MACHINE.

THE RULES ARE SIMPLE:

PLAY OR DIE.

DEATHDROME™

Play like your life depends on it... it does

SINGLE/MULTI-PLAYER
UP TO 8 PLAYERS ON A LAN,
2 PLAYERS ON PLAYSTATION™

coming soon

AVAILABLE ON:
PC CD-ROM & PLAYSTATION™

RATING PENDING
RP
ESRB

ZIPPER INTERACTIVE

Experience DeathDrome at **www.viacomnewmedia.com**
CALL 800-469-2539 TO ORDER.

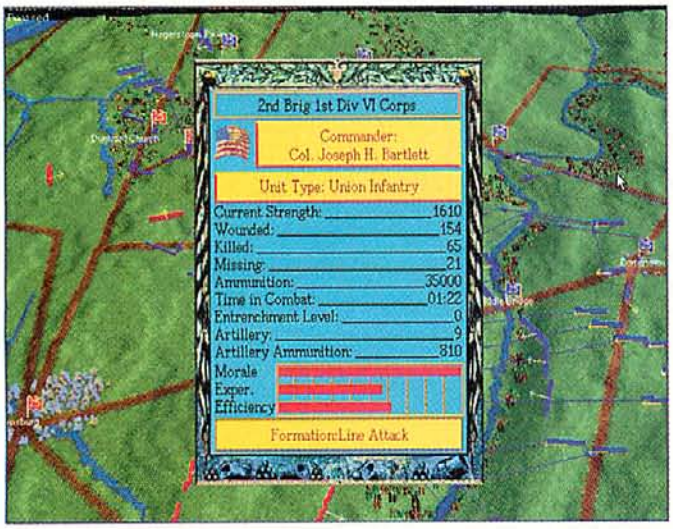
VIACOM NEWMEDIA™

© 1996 Viacom International Inc. All Rights Reserved. Viacom New Media, DeathDrome and all related titles, logos and characters are trademarks of Viacom International Inc.

Circle Reader Service #178

through the four scenarios and either elect to play one or view the online documentation that provides detailed historical background on each battle. Bucking the trend of recent wargaming titles that provide minimal information on their subjects, WAR COLLEGE provides background information that is quite well done and is by far the best aspect of the game. Not only does it give a strategic overview of events leading up to the appropriate battle, but it also covers the leaders and armies involved, as well as the formations and tactics they employed. The maps outlining the maneuvers of the armies are excellent. For those unfamiliar with any of the battles, this information provides a valuable orientation prior to assuming command.

Once you've selected a scenario, you pick the side you'll play and head into battle. The first thing you notice about the battlefield map is how realistic terrain elevations appear. The next thing you notice is that nearly every unit in your army is deployed in column with its flanks facing the enemy, causing you to blurt out your first expletive. Fortunately, although WAR COLLEGE is a real-time game, it starts paused, enabling you to issue orders and get the situation sorted out before combat begins. The game runs in one-minute pulses, but you can pause the action at any time to issue new orders to your troops.



SCORECARDS With a click of the mouse, players can learn the status of their units. The game's interface is fairly intuitive and giving orders is relatively easy.

ORDERS TO GO

Giving orders is a simple process because there are so few options from which to choose. Besides telling your units where you want them to go, you can order them to adopt an attack formation, a defensive formation, form into column or, at Austerlitz, form into square. Units can also be instructed to fortify their positions or conduct a forced march. All fire and melee combat results are handled by the computer. You have no control over the targets your units select for fire. Right clicking on any friendly unit provides information on its status.

In one of the strangest design decisions of the game, all artillery is treated as if it's permanently attached to infantry and cavalry formations. Therefore, you have no ability to mass artillery fire where you need it most. In addition, artillery can fire in any direction without penalty and never suffers casualties proportionate to the unit to which it's attached. This means that units with only a few men remaining can continue to inflict heavy casualties on enemy units, even if the enemy units are behind or flanking them. Until a unit is completely destroyed or runs out of ammunition, the artillery attached to it fights as if it's at full strength.

If fire combat seems ridiculous, melee is even worse. Imagine: a brigade of Union infantry counter-charging a brigade of Confederate infantry. The two units clash, inflict casualties on each other and then proceed to "warp" through one another, both continuing on their merry ways in opposite directions. Perhaps the designers got the idea for this innovation while watching Gumby move through solid objects.

TRENCH WARFARE MADE EASY

Even heavily fortified units act is if they have no mass whatsoever, rendering a strong defensive line nearly useless. On making contact with the line, enemy units need only to briefly endure casualties and then pass through it. The entire concept makes a mockery of the deadly trench warfare that dominated World War I. In some cases, during melee, units being attacked from the flank or rear inflict more casualties than they receive. While playing Pharsalus, I encountered a situation in which I repeatedly attacked two enemy units from the front, flank and rear without inflicting a single casualty. Is it a bug or a feature? Who can tell with this game?

Using the game's default settings results in battles with horrendous casualty rates. At Antietam, I destroyed nearly 80 percent of Lee's army. Units will not rout until they've suffered more than 50 percent casualties. After that, they will quickly reform and return to battle, only to be totally destroyed. Fortunately, you can adjust the settings for musketry, artillery, melee and morale. But this begs the question: Why couldn't the designers set these factors at more realistic levels instead of forcing the player to do it?

As for the artificial intelligence (AI), it is definitely not the world's best, despite the quote on the game box which says it's "recognized as 'the world's best!'" The only good thing is that WAR COLLEGE is also modem and network playable, so you don't need to suffer through the bad AI.

No amount of hype, gross exaggeration or inflated claims can disguise the fact that WAR COLLEGE is a poorly designed product that lacks entertainment value and fails miserably as a historical simulation. In the tradition of UMS II, WAR COLLEGE is yet another game that will long be remembered by those who buy it as a purchase they wish they had never made.

APPEAL: Those who have an interest in the four battles portrayed or who are fans of UNIVERSAL MILITARY SIMULATOR II might find WAR COLLEGE enjoyable.

PROS: WAR COLLEGE provides encyclopedic treatment of the battles it includes, has good terrain maps, a fairly intuitive interface and modem/network play.

CONS: The game self-destructs with its ludicrous combat model, warping units, lack of sound effects and total lack of replay value.

CG RATED



TOTALLY IMMERSE YOURSELF in exquisite state-of-the-art 3D environments. Pursue your opponents across towering bridges and up sloping ramparts, then plunge headlong into deep murky waters below. Includes optional SVGA high-res modes.



ENJOY UNLIMITED FREEDOM OF MOVEMENT as you run, jump, crawl, climb, swim, and fly your way against an onslaught of vicious enemies bent on your destruction.



WREAK VENGEANCE ON YOUR ENEMIES with your razor-sharp sword, flesh-ripping throwing stars, a crossbow with explosive-tipped bolts, a fully automatic uzi, concussion grenades, and a wide assortment of even deadlier magic spells and special effects.



TAKE THE CHALLENGE and fight for your life as you show your skills playing 2 players via modem or up to 8 players by network. Also, start your own *ninja clan* and play in cooperative matches against the ancient gods.

"Detail is everywhere. No other game has Shadow Warrior's sweep and splendor. This is going to be an epic."
— Electronic Entertainment

"Bar none, the BUILD engine is one of the finest engines to sculpt a world in, as it allows for incredible special effects and a sheering frame rate."
— Strategy Plus

Also Supports PLAY IT Ten ONLINE

NO FEAR. NO MERCY. NO RETURN.

SHADOW WARRIOR™

COMING SOON

FOR MORE DETAILS, ASK YOUR LOCAL SOFTWARE RETAILER.

FormGen INCORPORATED

Developed by 3D Realms Entertainment. All rights reserved. Distributed by FormGen. All other trademarks are the property of their respective owners.

WWW Site (http://www.3drealms.com) CIS (Keyword REALMS) AOL (Go 3D REALMS)

Software Creations Web BBS (http://www.swcbbs.com)

3D REALMS™ REALITY IS OUR GAME.™



THE MARKETPLACE

R&G GAMES

PO BOX 5008 Glendale Hts, IL 60139

We Buy & Sell New & Used IBM Games & Hintbooks

Top Dollar paid for newer games. Check or 10% more for credit usually processed in just **1-2 days.** Our Used games have boxes disks & manuals more in stock call for prices:

Used Games		NHL Hockey95CD	$25
Allied General CD	$36	Phantasmagoria	$36
Apache CD	$34	Police Quest 5 CD	$36
Ascendancy CD	$33	Primal Rage CD	$35
Beavis & Butthead	$30	Shivers CD	$30
Caesar 2 CD	$32	Space Quest 6	$32
Civilization 2 CD	$36	Spacewbucks CD	$36
Comnd&Conquer	$36	Stonekeep CD	$35
Conqueror 1086 CD	$32	Terra Nova CD	$36
Cyberia 2 CD	$36	Tie Fighter	$20
Dark Forces CD	$28	Top Gun CD	$33
The Dig CD	$33	Torin Passage CD	$36
Dragon Lore CD	$24	Warcraft CD	$25
EF2000 CD	$37	Witchaven CD	$30
Earthsiege CD	$30	Wing Comdr 3 CD	$33
Entombed CD	$23	Wing Comdr 4 CD	$41
Frt Pg Sp Bbl 94	$15	***New Games***	
Frt Pg Sp Ftbl 95	$25	ATF CD	$36
Full Throttle CD	$29	Buried in Time CD	$28
Gabriel Knight 2	$33	Conqst New World	$38
The Hive CD	$33	Descent 2 CD	$40
Jewels of Oracle CD	$34	Jagged Alliance	$22
Mechwarrior 2 CD	$34	Lion CD	$22
Nascar Racing CD	$34	Spycraft CD	$42
NBA Live 95 CD	$25	Zork Nemisis CD	$42

For details or to order Call ☎ 1-800-525-GAME

Free UPS Shipping with purchase of $75 or more

Visa, MC, Discover, Amer Ex, Cashier Check, Money Order accepted
9am-9pm mon-fri Shipping UPS $5, Overnight $9 COD available $10

All games must have original boxes, disks & manuals (NO COPIES) in good condition, working, complete & virus free. Any unacceptable games will be returned at your expense $5 ups per box. Prices Subject to change & Availability.

Circle Reader Service #177

GAMER'S GOLD

WE PAY CASH FOR USED GAMES

To Sell Us Games or Make Inquiries Call:

1-800-514-2637

12-5 Mon-Fri CST

In Canada, call 605-339-2060

call for authorization before shipping or FAX list for current quotes to 605-334-8766

(include your return address & FAX no.)

GAMER'S GOLD VIRUS FREE USED GAMES

WE SELL USED IBM GAMES

Call for current title availibility

1-800-377-8578

10-9 Mon-Sat, 12-5 Sun CST

Most items shipped same day. $5 Reg./$9 2nd Day Air

VISA/MasterCard/Discover/Money Orders/Cashiers Check

WE HAVE OVER 2,000 TITLES!

11th Hour-CD	$25	Fury 3-CD	$25	Silent Hunter-CD	$34
Aegis Guard. Flt-CD	15	FX Fighter-CD	15	Silent Steel-CD	33
Alien Logic-CD	9	Gabriel Knight 2-CD	35	Sim City 2000-CD	24
Aliens - CD	15	Gr. Naval Bttles 4-CD	25	Sim Tower-CD	27
Allied General-CD	29	Hive-CD	19	Space Bucks-CD	25
Alone in Dark 2	13	Jagged Alliance-CD	17	Space Quest 6-CD	27
Apache-CD	29	King's Quest 7-CD	10	Star Trek Fin. Unity-CD	24
Ascendancy-CD	19	Leg. of Kyrandia 3-CD	19	Star Trek Interactive-CD	22
Bad Mojo-CD	34	Leis. Suit Larry 6-CD	24	Star Wars Chess-CD	19
Battle Beast-CD	14	Lords of Midnight-CD	14	Steel Panthers-CD	32
Bio Forge-CD	15	Lost Eden-CD	12	Stonekeep-CD	24
Blue and Gray	10	Machiavilli/Prince-CD	15	Strike Commander	10
Breach 3-CD	19	Mechwarrior 2-CD	34	TFX-CD	19
Caesar 2-CD	32	Menzoberranzan-CD	17	The Dig-CD	32
Civ Net-CD	29	Myst-CD	28	Thunderscape-CD	19
Civilization 2-CD	34	Nascar Racing-CD	29	Tie Fighter	15
Comnd & Conq-CD	35	Need for Speed-CD	33	Tie Fightr Coll. Ed.-CD	34
Comnd Aces Deep-CD	29	Orion Conspiracy-CD	15	Tony Larussa BB 3-CD	24
Conquer AD 1086-CD	25	Outpost	15	Top Gun/Fire at Will-CD	29
Conq. New World-CD	32	Phantasmagoria-CD	22	Torin's Passage-CD	33
Corridor 7	8	Police Quest 4	15	Trophy Bass-CD	33
Crusad/No Remrse-CD	29	Police Quest 5-CD	32	U.S. Navy Fighters-CD	28
Cybermage-CD	29	Power House-CD	15	Ultima 8: Pagan	19
Dark Forces-CD	28	Primal Rage-CD	29	Under Killing Moon-CD	14
Descent 2-CD	34	Quest for Glory 4-CD	17	V for Vic.:Victry Pk-CD	25
Druid-CD	19	Ravenloft 2-CD	25	Warcraft-CD	25
Duke Nukem 3D-CD	29	Rebel Assault 2-CD	25	Warcraft 2-CD	33
Dungeon Master 2-CD	15	Red Baron-CD	9	Wing Commander 3-CD	19
Earthseige 2-CD	32	Relentless-CD	15	Wing Commander 4-CD	35
EF 2000-CD	29	Ripper-CD	35	Witchhaven-CD	18
Fantasy General-CD	34	Ris&Rule Anc. Emp-CD	29	Zone Raiders-CD	19
Front Lines-CD	10	Rmnce of 3 King. 4-CD	29	Zork Nemisis-CD	35
Front Page FB '96-CD	25	Shannara-CD	19	*CALL FOR MORE TITLES*	
Full Throttle-CD	19	Shivers-CD	25	*CURRENTLY IN STOCK!*	

1008 W. 41st Street • Sioux Falls • South Dakota • 57105

Circle Reader Service #93

CHIPS & BITS INC.

800-699-4263 Source 10753

POB 234 DEPT 10753 ROCHESTER, VT 05767

INT'L 802-767-3033 FAX 802-767-3382

Orders/Questions: cbisales@sover.net Customer Service: cbiserv@sover.net

Shop our Online Catalog at www.cdmag.com/chips.html

WHILE SUPPLIES LAST!

SOFTWARE CLEARANCE!

HURRY HURRY HURRY

V FOR VICTORY

'D-DAY UTAH BEACH 1944' thrusts you into the role of a military strategist during the Normandy invasion of WWII. As the American commander, you must overcome German resistance to occupy the Cotentin peninsula and the vital port facilities at Cherbourg. **CD $12**

RETURN OF THE PHANTOM

The legendary Phantom of the Opera has returned! As Inspector Raoul Montand, you are the only one who can pursue the Red Death into the past and prevent him from terrorizing the present! **$16**

THE GRANDEST FLEET

Only one fleet will be left afloat in this thrilling masterpiece from QQP. Experience the grueling campaigns, the agony of defeat and the exhilaration of victory!!! Develop cultural resources and manage the growth of your population. **$16**

Insane Closeout Reductions!

ACTION

Castle Wolfenstein	$19
Fade to Black	$19
Magic Carpet Plus	$18
Quake Shareware	$10
System Shock	$15
Tek War	$19
Total Ruin I	$10
Total Ruin II	$10

ADVENTURE

7th Gst 2:11th Hour Demo	$4
Alone in the Dark	$12
Bioforge	$19
Castle Wolf Shareware	$6
Chaos Continuum	$9
Day of Tentacle	$14
Dynamix Bundle 1	$9
Entombed	$19
Flight Amazon Qun	$9
Fortress Dr. Radiaki	$9
Fortrss Dr Radiaki	$9
Fourplay	$9
GrailQuest	$9
Inca 2	$16
Indiana Jones Desktop	$19
Jack the Ripper	$19
Kings Quest 6 OEM	$9
Lost Fls Shrik Hlms	$12
Morph Man	$9
Nerves of Steel	$16
Nomad	$16
Prince Persia Collect	$19
Prophecy	$16
Psychotron	$17
Relentless	$18
Return of the Phantom	$16
Rex Nebular	$16
Rex Nebular	$12
Sam & Max Hit the Road	$16
Savage Warriors	$10
Secret Monkey Island	$19
Shakii the Wolf	$12
Simon the Sorceror	$19
Spellcasting 101	$9
Star Trek 25 Anniversary	$20
Star Trek Judgment Rts	$14
Swap	$6
Tom & Jerry	$9
Tommy	$19
Under Killing Moon	$19
Wetlands	$19
Wolf Hunt Be Hunted	$14

ARCADE

5th Dimension	$14
Airborne Ranger	$3
Aliens Ate My Babystr	$19
Chaos Engine	$12
Creepers	$9
Crime Patrol	$19
Drug Wars	$16
FX Fighter	$15
Gobliiins 3	$16
Gorg	$9
Microcosm	$9
Never Mind	$6
Rotox	$6

ARCADE

Sink or Swim	$16
Sleepwalker	$9
Soccer Kid	$9
Super Arcade Games	$9
Top 100 Games V2	$12
Vaxine	$6
Wild Streets	$6

BUNDLES

Allied Forces	$12
Five Ft Ten Pk 1	$19
Five Ft Ten Pk 2	$19
Five Ft Ten Pk 3	$19
Jet Pack	$19
Mystery Collection	$19
PGA Tour/Wrld Tennis	$12
Populous 2/Pwrmongr	$15
PowerHits Battltch	$16
Take Ten	$19
Top 50 Games	$16
Top 50 Games	$16
Zool Bundle 1 & 2	$19

EDUCATIONAL

Algebraic Proposer	$9
Destination Mars	$19
Dinosoft Typing Tutor	$9
Dyno-Quest	$9
EcoQuest	$9
EcoQuest	$9
Playtoons Case Collabor	$9
Playtoons Mand Prince	$9
Playtoons Secrt Castle	$9
Playtoons Uncle Archi	$9
Print Shop Dlx Bus.	$9
Quarky Quaysoo Turbo	$9
SuperSolv Outnumbered	$19
Toonworks	$9

HARDWARE

EZ Sound	$6
Gravis Eliminator Crd	$19
Gravis PC Game Pad	$19
Labtec CS150 Spkrs	$9
PC Symphony	$19

REFERENCE

Apollo 13	$18
Card Collector	$12
ESPN Inter Soccer	$19
Everywhere USA Gde	$6
Flying Warbirds	$19
NFL Yearbook	$12
Personal Trainer SAT	$9
Robotech Macross	$15
US Atlas	$9
US President	$9
World Atlas	$3
World Atlas	$6

ROLE PLAYING

Champions of Krynn	$16
Curse of Azure Bonds	$16
Dark Queen of Krynn	$19

ROLEPLAYING

Dark Sun 2	$19
Dark Sun	$10
Dragon Lore	$19
Eye of the Beholder 1	$19
Eye of the Beholder 2	$19
Eye of the Beholder 3	$19
Kingdom Far Reach	$19
Magic Candle 3	$9
MegaTraveller Zhodani	$9
Might & Magic 3	$15
Might & Mgc 5 Dark	$19
Pool of Radiance	$19
Pools of Darkness	$19
Rome Pathway Power	$19
Secret Silver Blades	$19
Sentinel Worlds 1	$9
Shadow Caster	$15
Shadow Sorceror 3.5	$12
Shadow Sorceror 5.25	$9
Star Trek TNG:Finl UnityDemo	$6
Tales Magic Prop Shad	$9
Thunderscape	$19
Ultima 7 Series	$15
Ultima 8 Pagan	$18
Ultima Underworld 2	$9
Ultima Undrwld 1 & 2	$15
Unlimited Adventures	$19

SIMULATION

Air Cmbt Pacfic 1942	$16
Air Warrior	$19
Assignment Miami	$9
Battle Command	$6
Cyber Race	$8
Dawn Patrol 3.5	$12
Dawn Patrol CD	$19
Delta V 3.5	$9
Delta V CD	$19
Evasive Action	$19
Falcon 3 SD1 Fght Tgr	$12
Falcon 3 SD2 Mig 29	$9
Falcon 3.0	$16
Fighter Wing	$19
Flight Sim ToolKit	$16
Fly the Grand Canyon	$9
Great Nav Batt Scene	$9
Grey Wolf	$19
Gunship 2000	$14
Gunship	$9
Hi Octane	$19
Lightspeed	$9
Maximum Overkill MD2	$9
Megafortress MD	$6
MetalTech:ES Speech	$19
Precision Approach	$12
Privateer	$15
Real Weather Pilot	$9
Renegade	$16
Sea Wolf	$15
Seal Team 3.5	$12
Seal Team CD	$15
Star Crusader MD	$19
Strike Commander	$15
Stunt Driver	$14
Sub Battle Simulator	$12
Tank	$14
Terminal Velocity	$19
Test Dr 3 Road & Car	$6

SIMULATION

Ultrabots CD	$15
Ultrabots3.25	$12
Wing Comm 1 Deluxe	$19
Wing Comm 2 Deluxe	$15
Wing Comm Academy	$15
Wing Comm Armada	$15
Wings of Glory	$18
Wolf Pack	$15
World Circuit 3.5	$16
World Circuit CD	$19
X-Wing MD 2 B-Wing	$16
Yeagers Air Combat	$15
Zone Raiders	$19

SPORTS

APBA Baseball	$19
Avalanche Intractive	$9
Blood Bowl	$19
Brett Hull Hockey 95	$19
ESPN Sports Shorts	$9
Hardball 3 Play Disk	$6
Internatl Sports Chal	$6
Internatl Sports Chal	$6
Jack Nicklaus	$3
Jack Nicklaus ClipArt	$3
Jack Nicklaus ClipArt	$3
Jack Nicklaus SE C1	$3
Jack Nicklaus SE C2	$3
Jordan in Flight	$13
Links Pro 10 Prairie	$19
Links Pro 10 Prairie	$19
Links Pro 11 Devils Isl	$19
Links Pro 11 Devl Isl	$19
Links Pro 12 Riviera	$19
Links Pro 13 Troon N	$19
Links Pro 14 Cog Hill	$19
Links Pro 15 Pelcn Hill	$19
Links Pro 2 Pinehurst	$19
Links Pro 3 Banff Sprng	$19
Links Pro 386	$19
Links Pro 386 Golf	$16
Links Pro 4 Belfry	$19
Links Pro 6 Firestne	$19
Links Pro 6 Firestone	$19
Links Pro 7 Pebb Beach	$19
Links Pro 8 Cast Pines	$19
Links Pro 8 Cast Pne	$19
Live Action FB	$9
Microleage Personal Golf	$9
NFL Coaches Club	$9
NFL Video Football 3.5	$9
NFL Video Football	$9
PowerHits Sports	$6
Pro Football Analyst	$6
Serious Soccer	$9
Sideline Sports	$19
Sport Accolade Grt 2	$9
Sporting Triangle	$3
Tie Break Tennis	$6
Tom Landry FB	$19
Tony LaRsa BB2 TD 93	$3
Tony LaRussa BB	$3
Ultimate Football CD	$20
Unnecess Roughnss 95	$12
Unnecessary Roughness	$9
Wayne Gretzky Hock 3	$12
World Hockey 95	$12

SCREEN SAVER

Catz W95	$19
Dogz W95	$19
LawnMower Man Screen Svr	$9
ScreenToyz Latrina	$9
ScreenToyz Stitch	$9
ScreenToyz TNT Tad	$9

STRATEGY

Battle Bugs	$19
Battles of Destiny	$12
Clash of Steel	$19
Conquer	$19
Conquered King SD1	$9
Crisis Kremlin	$9
Darklegions	$10
Detroit	$15
Empire Dlx Scenario 1	$6
Fort Apache 3.5	$16
Genesis 3.5	$9
Gettysburg Turn Point	$15
Grandest Fleet 3.5	$16
Grandest Fleet CD	$19
Jutland CD	$19
Koshan Conspiracy	$9
Machiavelli the Prince	$19
Perfect General	$19
Pirates Gold	$19
Railroad Tycoon	$14
Realms	$16
Rules of Engagement	$12
Sabre Team	$12
Sabre Team	$12
SimCity 2000 SD1	$14
SimCity 2000 SD2	$14
SimCity Class Graph	$14
Space Hulk	$15
Star Legions	$9
Starship	$19
Syndicate Plus	$15
Theme Park	$19
Unnatural Selection	$19
Warlords	$9
Warlords 2	$19
When Two Wrlds War	$15

TRADITIONAL

3D It	$6
Arcade Action Kit	$12
Bridge Olympiad	$16
CD Romix 2 Prime	$6
Casino Gambler Kit	$9
Demon Blue	$6
Dr Thorp's Mini BlkJk	$6
Elements	$9
GamePack 2	$9
Hoyle Casino Coll W95	$15
Hoyle-Blackjack W95	$15
Hoyle-Poker W95	$15
Hoyle-Solitaire W95	$15
Island Casino	$19
Lodoss War 1	$14
Lodoss War 2	$14
Lodoss War 3	$18
Lodoss War 4	$18
On Target	$6
Origamo	$14
Paparazzi	$19

TRADITIONAL

Pool Master	$19
Power Poker	$15
Prof Zany Giveaways	$6
Prof Zanys Jokes	$6
Puzzle Gallery 1	$6
SNL 20th Anniversary	$9
Solitaire	$12
Solitaires Journey	$16
TV Guide Crossword	$12
Take Break Crosswords	$9
Take Your Best ShotCD	$19
Ultima Trivia	$16
Universal Neverlock	$19
Video Game Solut 2	$9
Virt Reality Studio 2	$6
Wayne's World	$9
Word Hunt	$6

WAR

Aegis	$19
Antietam	$15
B-24	$15
Banzai	$9
Batt Napoleon SD6	$9
Battles of Napoleon	$15
Charge Light Brigade	$16
Civil War No Grt Glor	$16
Conflict Korea	$15
DDay Begin of End	$15
Defend the Alamo	$19
Dreadnoughts Bismark	$9
Fields of Glory	$14
Fifth Eskadra	$19
Fifth Flt Scen Mod 1	$19
Fleet Med	$19
Flight Cmmd 2 MB	$19
Gary Grigsby Pac War	$19
Gary Grigsby War Russ	$19
German Raider Atlants	$19
Harpoon 2	$19
Harpoon 2 BS2 Westpac	$19
Harpoon Classic	$19
Harpoon Classic	$19
Harpoon DS 2	$6
High Command	$19
Iron Cross	$19
Kampfgruppe	$15
Line in the Sand	$9
Long Lance	$19
Malta Storm	$19
Marianas Turkey Shoot	$19
Operation Overlord	$19
Pacific Storm Solomon	$19
Red Sky Morning	$19
Rising Sun	$19
Second Front	$15
Shiloh	$15
Task Force 1942 3.5	$16
Task Force 1942 5.25	$9
The Great War	$19
Typhoon of Steel	$15
UMS 2 Planet Editor	$4
V Victory Market Grdn 3.5	$19
V Victory Utah Bch	$12
V Victory Veliky Luki	$19
V Victory Velk Lki	$12
War in Falklands	$19
Waterloo	$9

OVERNIGHT SHIPPING in US $4 per order. Mail to Canada, PR, HI, AK, APO, FPO $4 per order. Worldwide airmail $6 per item. Handling $2 per shipment. Hardware orders may require additional shipping charges. Visa, MC and Discover accepted. Checks held 4 weeks. Money Orders under $200 same as cash. COD $8. Defectives replaced with same product. Most items shipped same day. Shipping times may vary. Price/availability may change. All sales final. Call for details.

© 1996 CHIPS & BITS, INC.

Circle Reader Service #45

CGW996BUDGET1

GET *FAST*...



OR *GET OUT* OF THE *WAY*

"The Mach V may cost a bit more than other systems but hard-core gamers will find it worth the investment."
- PC Magazine - 4/4 stars

"In terms of raw performance, the MACH V easily bested the other systems in our roundup... It surpassed the other systems in every benchmark."
- Computer Gaming World

"Best Hardware of the Year" [1995]
- Computer Game Review

"if you want to cut out the detective work and be certain you're getting a deadly serious PC designed by hard-core gamers *for* hard-core gamers, give Falcon Northwest a call."
- PC Gamer

TOLL FREE:
1-888-FALCON-1

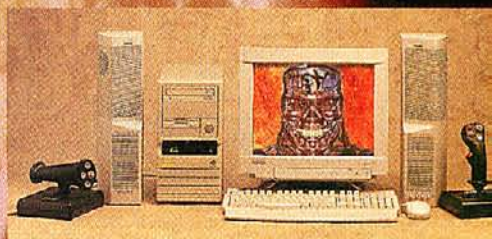
http://www.falcon-nw.com

The MACH V basic system for $3,495:

Intel Pentium® 166 MHz Processor - 100% compatible with all PC software
Falcon dual voltage PCI bus motherboard - accepts 75-200 MHz CPUs
256K of 6ns burst cache - expandable to 512K
64 bit PCI 3D accelerator with 2 megs EDO RAM
16 Megabytes of 60ns EDO RAM expandable to 12
2.1 gigabyte 10ms mode 4 Enhanced IDE hard drive
8 speed CD-ROM drive - 130ms access time
Creative Labs SoundBlaster 16™
Sony SRS-D2KPC satellite/subwoofer speaker syst
CH Products Flightstick PRO™ & high-speed dual gameports
GTX 15" digital SVGA monitor, .28dp, flatscreen
104 key Windows 95™ ready keyboard with wrist
Microsoft Mouse™
WINDOWS 95™ pre-installed and configured
One year parts & labor warranty including one yea on-site service

All of our systems are custom built

NOW WITH 3D ACCELERATION & ACTIVE REFRIGERATION COOLING SYSTEM!



FALCON NORTHWEST
COMPUTER SYSTEMS

Trademarks are the property of their respective owners. Optional equipment pic

Circle Reader Service #92

Boardgames & RPG's

CHIPS & BITS INC.

Visit our NEW Online Catalog!
www.cdmag.com/chips.html

800-699-4263 Source 10758

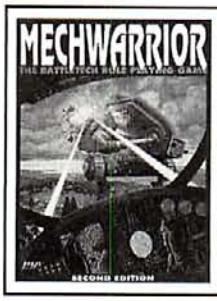
POB 234 Dept 10758 Rochester, VT 05767
Fax 802-767-3382 Int'l 802-767-3033
Orders/Questions: cbisales@sover.net Customer Service: cbiserv@sover.net



'RIFTS WORLD BOOK TEN: JUICER UPRISING' New types of Juicer O.C.Cs. including the Hyperion speed demon, and the mega damage Dragon Juicer (dependant on the blood of dragons to sustain his powers). **$16**



'CHAMPIONS DELUXE' Super RPG & HERO system rules, new interior graphics & layout, rules corrections, complete rules index and sewn hardbound binding are what is featured in Champions Deluxe Edition. **$42**



'MECHWARRIOR' There's an old saying that claims a mech is only as good as the warrior who pilots it. This second edition brings changes and technological advances of the Battletech universe to life. **$13**



'THE HOBBIT' is a fun, fast moving fantasy board game based on J.R.R. Tolkien's classic best seller. Designed for 2-4 players and playable in 1-2 hours, it is an ideal choice for an evening's entertainment. **$29**



'EMPIRE BUILDER' Rediscover a modern American classic with two American loves, railroads and cold, hard cash. Like creating a real estate monopoly, build a railroad empire. **$25**



'PRO BASEBALL' Haven't you ever wanted to be in the dugout, managing a real Big League team? You decide when to yank your starter, send up a pinch hitter or bench your slumping superstar! **$25**



'AD&D PLAYERS OPTION: SPELLS & MAGIC' Within these pages you will find new spells and proficiencies of wizards and priests, plus further rules on spell research and magical item creation and much more! **$19**



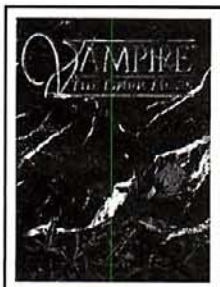
'FEDERATION & EMPIRE' Set in the universe of Star Fleet Battles, the Grand Alliance battles the Coalition for control of the galaxy. 2 piece full color map, 80 page ryke and scenario book! **$38**



'MYTHOS' is Chaolium's collectable card-game of authentic Lovecraftian horror. It features simple rules with complex strategies that allow the players to attempt to narrate a series of adventures before going insane! **$7.50**



'CITYTECH' The adventure battltech game of 3050 combat, contains: Rulebook and record sheets, two 18 by 22 full color mapsheets, 16 unpainted plastic miniatures, 2 sheets of full color counters and more. **$19**



'VAMPIRE: THE DARK AGES' Takes you to the nights before the Camarilla, when kine truly had reason to be afraid of the dark. The Kindred of this bygone age ride the dark as lords & play their games with the heads of Europe. **$24**



'EMPIRES IN ARMS' is a game covering the major elements of diplomacy and warfare during the Napoleonic Wars of 1805-1815. You are the absolute monarch of a major European power. **$27**

BOARD GAMES

ANCIENT

4 Battles Anc. World	$21
Alexanders Generals	$33
Ancients	$25
Emperors First Battls	$25
Hannibal	$32
SPQR Mod War Elephant	$16
Samurai	$37

AMERICAN REVOLUTION

Give Me Liberty	$22
Rebels & Redcoats 2	**$25**
War of 1812	$22

CIVIL WAR

Across 5 Aprils	$23
Aprils Harvest	$24
Chancellorsville	$34
Gettysburg 3 Days July	**$39**
Glory	$30
Hallowed Ground	$42
Raid on Richmond	$21
Sam Grant	$42
Stonewall Jackson Way	$27

ECONOMIC

Air Baron	$27
Stock Market Game	$19
Stocks & Bonds	$19

FANTASY

Challenge Lion Lord	$25
Dark Blades	$25
Drag Dice KS3 Undead	$6
King Arthur Knights	$30
Warhammer Fantasy	$50
Warhammer Quest	**$50**
Wizards Quest	$17

LEISURE/FAMILY

Escape from Colditz	$35
Grand Prix	**$19**
Road to Whitehouse	$25
Robo Rally	$33
Sherlock Holmes	**$16**

BOARD GAMES

MEDIEVAL

Crusades II	$28
Cry Havoc	**$25**
Henry V	$28
Richard the Lionheart	$30
Samurai Blades	$22
Siege	$22
Viking Raiders	$25

MODERN WAR

6th Fleet	$23
Across the Suez	$13
Attack Sub	$19
Back to Iraq	$18
Central America	$19
Crisis Korea 1995	$29
Crisis Sinai 1973	**$25**

MODERN WAR

Flashpoint: Golan	$29
Light Division	$24
Main Battle Tank	$24
Modern Naval Batt 3	$19
NATO	$13
Stand & Die	$50
Team Yankee	$20

NAPOLEON

Battles Waterloo	$33
Emperors of Europe	$33
Empires in Arms	$27
La Bata Mnt St Jn Dlx	**$62**
Napoleon on Danube	$19
The Emperor Returns	$28
War & Peace	$21
War to the Death	$21

RAILROAD

1830 RR & Rbbr Baron	$20
1870	$38
Colorado Rails	$17
Empire Builder	**$25**
Eurorails	$25
Nippon Rails	$19

BOARD GAMES

SCIENCE FICTION

2038	$34
Alpha Omega	$19
BattleTch Invading Clan	$15
Battlespace	$19
Battletech 3rd Ed.	**$19**
Federation & Empre Dlx	$38
Hacker 2	$16
Imperium 2nd Ed.	$20
Necromunda: Outlanders	$30
Space Hulk	**$50**
Space Marine	$50
Starship Troopers	$29
Warhammer 40K	$50

SPORTS

Dynasty League Basebl	$29
Pro Baseball	**$25**
Pro Football	$19
Title Bout	$19
Turf Horse Racing	$22
Win Place & Show	$17

STRATEGY

Advanced Civilization	$25
Britannia	$19
Civilization	$29
Colonial Diplomacy	$42
Deluxe Diplomacy	**$42**
Diplomacy	$19
Feudal	$18
History of the World	$27
Kingmaker	$19
Machiovelli	$29
Maharaja	$23
Material World	$32
New World	$17
Pax Britannica	$18
Risk	$27
Supremacy 3rd Ed.	**$42**
The New Acquire	$25

BOARD GAMES

VIETNAM/KOREA

Battles Forgotten War	$36
Battles Korean War	$33
Silver Bayonette	$15

WORLD WAR I

Aces High	$24
Knights of the Air	$19
Landships	$27
SMS Goeben	$32
World War One	**$11**

WORLD WAR II

1944 Second Front	$29
Advanced Squad Ldr	$38
Kampfgruppe Peiper 2	**$27**
Air Bridge to Victory	$17
Axis & Allies	**$33**
Axis & Allies Max Adv	$10
Axis & Ally WW2 Exp 2	$21
Fire in the East	**$58**
Golan to Sinai	$16
Harpoon Box Set	$41
Mustangs	$17
Over the Reich	$30
Poland '39	$14
Salvo 2	$21
Sink the Bismarck	$23
Squad Leader	$23
Victory in Europe	$14
West Front	$44
World in Flames Dlx	**$90**

GENERAL WAR

Air Superiority	$9
Alamo	$15
Battle of Alma	$28
Black Death	$9
High Ground	$22
Quebec 1759	$22
Texas Revolution	**$18**
The '45	$25

FANTASY RPG

AD&D 2ND EDITION RULES

AD&D Core Rules CD	**$59**
Dungeon Masters Guide	$16
Monstrous Manual	$20
Players Handbook	$20

AD&D ACCESSORIES

Character Record Sheets	$9
DM's Screen	$6
Encyclopedia Magica	$20
Sages and Specialists	**$17**
Wizard's Spell Comp V1	$21

AD&D BIRTHRIGHT

Domain Sourcebooks	$7
Birthright Campaign	$25
Legends of Hero-Kings	$17
Naval Battle System	**$10**

AD&D DARK SUN

Dark Sun Campaign	$25
Wanderer's Chronicle	$17

AD&D FR ACCESSORIES

Faiths & Avatars	$18
Giantcraft	$13
Volo's Guide to Daleind	**$13**
Warrs & Prsts of Realm	$18

AD&D FR BOXED SETS

City of Splendors	$20
Elminster's Ecologies	$20
Spellbnd in the Realms	$21

AD&D PLAYER ACCESSORY

Complete Necromancers	$15
Complete Elves	$15
Complete Ninja Handbk	$15
Player Packs	$16
Player Op Spells/Magic	**$19**
Combat & Tactics	$17
Skills & Powers	$17

DRAGONLANCE FIFTH AGE

Dragonlance Fifth Age	**$21**
Heroes of Steel	$15
Last Tower	$17

FANTASY RPG

ARS MAGICA

Adventures Value Pack	**$12**
Ars Magica 3rd Edition	$19
Medieval Handbook	$16
Stormrider Jumpstart Kit	$9

CASTLE FALKENSTEIN

Book of Sigils	$14
Castle Falkenstein	$25
Comme Il Faut	$12

DICE POLY MEGATUBES

Opaque Set	$3
Pearlescent Set	$6
Transparent Set	$5
Twinkle Set	$6

EARTHDAWN

Barsaive Campaign Set	$21
Earthdawn Companion	$15
Earthdawn	$25
Gamemasters Pack	$11

EVERWAY

Everway	$28

GURPS

Fantasy 2nd Ed.	$15
Grimoire	$15
Magic 2nd Ed.	$14
Goblins	$18
GURPS Rulebook	$17

HARNWORLD

Cities of Harn	$17
HarnWorld	$15
Nasty, Brutish & Short	$13

MERP 2

Accessory Pack	$14
MERP2: Softcover Ed.	$17
Wizards Companion	$10

PENDRAGON

Blood & Lust	$14
Land of Giants	$18
Pendragon 4th ed.	**$19**
Perilous Forest	$14

FANTASY RPG

SKYREALMS OF JORUNE

Scholari Pack	$14
Skyrealms of Jorune	$17
Sobayid Atlas	$15

WARHAMMER FANTASY

Apocrypha Now!	$11
Doomstones Fire & Bld	$18
The Enemy Within	$11
Warhammer Fantasy	$19

HORROR RPG

CALL OF CTHULHU

Arkham Unveiled	$16
Call of Cthulhu	$18
Coming Full Circle	**$12**
Cthulhu Live	$15

CHANGELING

Cantrips	$3
Changeling	$21
Player's Guide	$19

CHILL

Accessory Pack	$12
Chill	$19
Companion	$12
Things	$14

MAGE

Mage 2nd Ed	$21
Mage Tarot Deck	$21
New World Order	$10

VAMPIRE

Clan Books	$10
The Dark Ages	**$24**
Vampire	$24
Vampire Players Guide	$19

WEREWOLF

Tribebooks	$10
GM Screen	$10
Project Twilight	$11
Werewolf	$24

SCI-FI RPG

CONSPIRACY X

Conspiracy X	$20

HEAVY GEAR

GM Starter Kit	$25
Heavy Gear	$25
Terra Nova Sourcebook	$18

MACROSS 2

Macross 2	$11
Sourcebook 1	$9
Spacecraft & Deck Plans	$9

RIFTS

Juicer Up Rising	$16
Rifts Limited Edition	$28
Rifts	$21
World Book 11	**$18**

ROBOTECH

RDF Accelerated Training	$7
RDF Manual	$7
REF Field Guide	$13
Robotech	$11

SHADOWRUN

Awakenings	$13
Shadowrun 2nd Ed.	$20
Threats	$15

STAR WARS

Star Wars	$21
Creatures of the Galaxy	$13
Deathstar Companion	$13

CARD GAMES

Magic Gathering Boosters	$1
Magic Starter Dck 4th Ed	$7
Monty Python Holy GR	**$9**
Monty Python Holy Gr	$3
Mythos BP Exped Misk	$2
Mythos SD	$7
Rage Umbra BP	$1
Star Wars BP	$2
Star Wars SD	$7

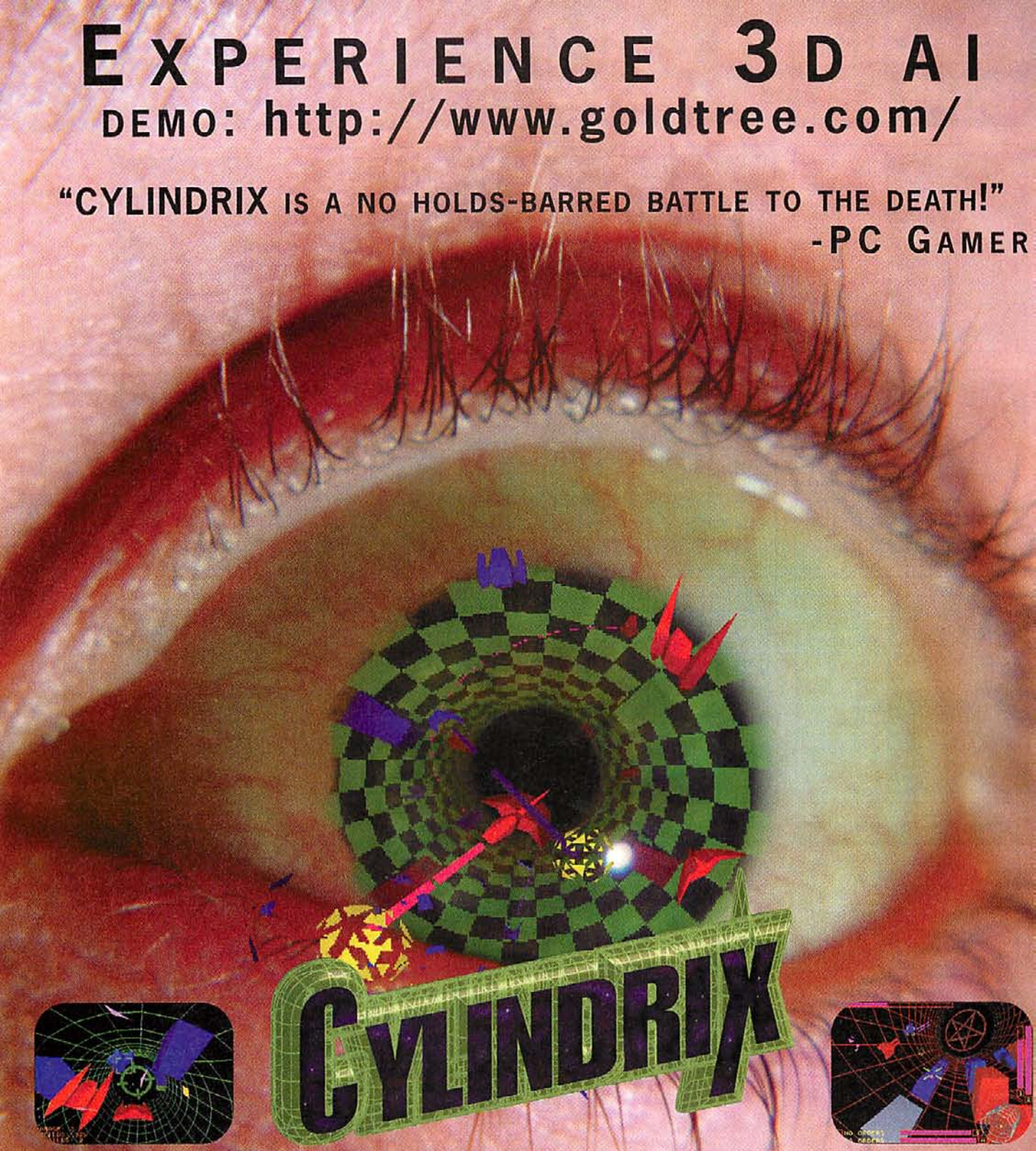
OVERNIGHT SHIPPING in US $4 per order. Mail to Canada, PR, HI, AK, APO, FPO $4 per order. Worldwide airmail $6 per item. Handling $2 per shipment. Hardware orders may require additional shipping charges. Call for details. Visa, MC and Discover accepted. Checks held 4 weeks. MONEY ORDERS UNDER $200 SAME AS CASH. COD $8. Defectives replaced with same product. Most items shipped same day. Shipping times may vary. Price / availability may change. All sales final. Each order will include a 6 month subscription to Computer Games Strategy Plus magazine, for which $6 of the order cost will be allocated. Current subscribers will be extended.

CONTINUED

EXPERIENCE 3D AI

DEMO: http://www.goldtree.com/

"CYLINDRIX IS A NO HOLDS-BARRED BATTLE TO THE DEATH!"
-PC GAMER



360° OF DEATH. 37 WARRIORS. 10 ALIEN RACES.
GROUND BREAKING ARTIFICIAL INTELLIGENCE.

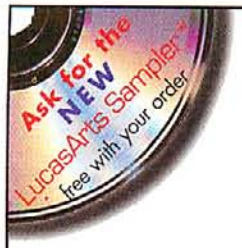
PURCHASE – **1-800-746-3772** – GET DEMO

INFORMATION : GOLDTREE@COMMUNIQUE.NET

GOLDTREE ENTERPRISES

Min.Req: 486/66DX, MSDOS ver5+, CD-ROM, 100% Soundblaster Compatible, 8 Megs RAM.

Circle Reader Service #73



United CD ROM

FREE SOFTWARE with every purchase!*

CALL US NOW FOR A FREE CATALOG!

1•800•864•8334

1•800•UNITED4

http://www.unitedcdrom.com

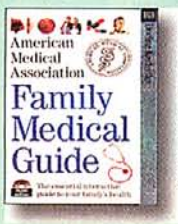
Over 6,000 Titles in Stock Daily!

Call 1-800-864-8334 for great prices on your favorite games reviewed in this month's issue of *Computer Gaming World*.





DOOM II
by GT Interactive
Welcome to Hell on Earth. Return to Earth City & take on even more & deadlier nasties. 30 new levels to test you.
36140 **$44**



AMA FAMILY MEDICAL GUIDE
by Dorling Kindersley
Up-to-date information on today's most important health issues, such as AIDS, Alzheimer's, stress & more.
43896 **$32**



KINGDOM O' MAGIC
by GT Interactive
A comedy adventure that is impossible to play the same way twice, with humorous sub-games which also develop the plot.
45747 **$39**



POWER 2 PLAY
by Software Labs
Designed to solve all the problems of running DOS games in Windows-from memory management to reconfigurations.
53168 **$21**



GENDER WARS
by GT Interactive
A futuristic battle of the sexes! Men and women each control a city with militia, residential and food resources.
45748 **$41**



HEXEN
by GT Interactive
First there was Doom. Now its better than ever. A sword and sorcery battlefest so awesome it's unbelievable.
40277 **$49**



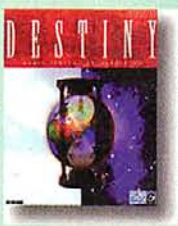
TRAVEL CD PIRANHA PACK
by Piranha
Eleven Travel related discs including United Connection-online travel reservation software, Street Wizard, National Parks.
52293 **$27**



PINOCCHIO ACTIVITY CENTER
by IBM
Contains great screen savers, color activities, puzzles and games based on the soon-to-be-released motion picture.
52356 **$19**



SECRETS OF THE LUXOR
by Mojave
You find yourself 300 years in the future, trying to convince a madman not to blow up the sun. Do your best to defeat Evil!
53056 **$38**



DESTINY
by Interactive Magic
Players are challenged to determine their fate throughout the ages from the stone age to the space age.
49038 **$46**



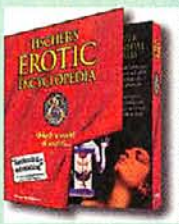
COLLISION
by Powerhouse
Try to avoid Spine & his thugs in "Collision Town" with this fast-paced, interactive, arcade-style game.
52407 **$43**



FLIGHT UNLIMITED
by Virgin/Looking Glass
Capture the joy of flight. Soar over beautiful scenery. Fly the hottest, fastest, sexiest planes ever built. Now for Windows 95.
49220 **$35**



NIGHTWATCH 3
by NMP Interactive
Third in the best-selling interactive adults-only series. Must be 21 years old to order this product.
47805 **$26**



FISCHER'S EROTIC ENCYCLOPEDIA
by Discis
Over 1000 pictures with music & movies to appeal to both sexes. Covers a wide range of topics.
52777 **$38**



DIRTY DEBUTANTES 6-PACK
by NMP Interactive
Bundle of 6 adults-only CDs. Must be 21 years old to order this product.
47806 **$31**



WEB MAX
By Berkeley Syst.
An animated interactive dog is your Internet companion. It makes the Internet accessible, fun & easy to use.
50572 **$36**

ORDER AS LATE AS 10:00 PM!
SAME DAY SHIPPING**
Hours: M-F 8am – 10pm
Sat. 8am – 5pm
Sun. 12 Noon – 5pm
(All times listed are CST)

CONTACT US!
CompuServe: 76043,1605
America On-Line: UNITEDCD
BBS 1-217-352-9654
Fax back info 1-217-352-8123
Fax orders 1-217-352-9749
Int'l orders 1-217-352-8737
http://www.unitedcdrom.com



CYBER PHOTOGRAPHER
by Mac Daddy
By choosing different lighting & lenses, you can photograph three beautiful MacDaddy models & print your photos. NC-17.
42564 **$31**



CHRONOMASTER
by Intracorp
Something has put the Pocket Universes into a time-locked stasis. Right the wrongs of a war-plagued past in a quest for vengeance.
45959 **$40**

* While supplies last. All prices in U.S. dollars. Shipping charges apply to free offers.
** Orders received as late as 9:30 PM (CST) for 2nd day air. Call for other deadline times. Special offers, item availability and prices may vary according to format and are subject to change without notice. Not responsible for inadvertent errors.

ALL MAJOR CREDIT CARDS ACCEPTED

CODE 053

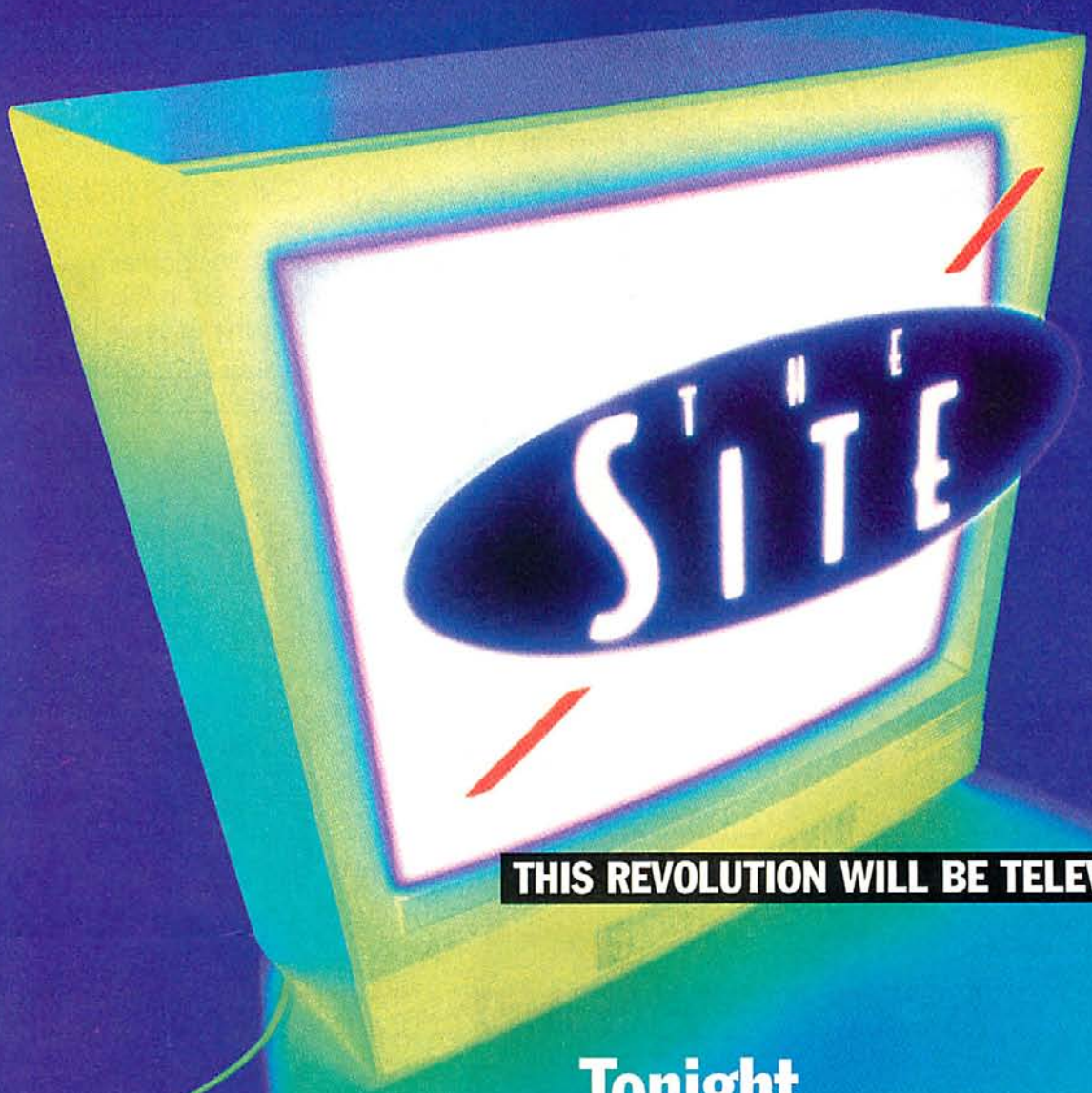
Clients Internationaux, veuillez faxer vos comades a USA 217 352 9749 ou e mail a UNITEDCD@aol.com. Vous pouvez egalement consulter notre site sur le World Wide Web a http://www.unitedcdrom.com



DREAM MACHINE 2
By NMP Interactive
Adults-only role-playing game from the leader in mature audience gaming. Must be 21 to order.
47807 **$35**



WITCHAVEN II
by Intracorp
Real Blood Vengeance. Networkable with up to 16 player capability. New weapons, spells, and ghoulish graphics.
49931 **$24**



THIS REVOLUTION WILL BE TELEVISED.

Tonight and every night.

A full hour of prime time programming about the digital revolution. News about computing technology from the human point of view.

ZD TV
Ziff-Davis Television

Every night at 10pm and 1am Eastern time, 7pm and 10pm Pacific time on MSNBC, the 24-hour cable news channel. Also on the Web at

www.thesite.com

MSNBC

Circle Reader Service #289

Computer Gaming World

FREE PRODUCT INFORMATION

IT'S AS EASY AS 1,2,3

1. Fill in your name and address and check off your answers to the seven research questions.
2. Circle the numbers on the card that correspond to the ads or articles you'd like more information about.
3. The literature will be mailed to you from the advertiser free of charge.

CIRCLE FOR FREE INFORMATION

Void after December 31, 1996

001	002	003	004	005	006	007	008	009	010	011	012	013	014	015	016	017	018	019	020	021	022	023	024	025
026	027	028	029	030	031	032	033	034	035	036	037	038	039	040	041	042	043	044	045	046	047	048	049	050
051	052	053	054	055	056	057	058	059	060	061	062	063	064	065	066	067	068	069	070	071	072	073	074	075
076	077	078	079	080	081	082	083	084	085	086	087	088	089	090	091	092	093	094	095	096	097	098	099	100
101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	121	122	123	124	125
126	127	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143	144	145	146	147	148	149	150
151	152	153	154	155	156	157	158	159	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175
176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191	192	193	194	195	196	197	198	199	200
201	202	203	204	205	206	207	208	209	210	211	212	213	214	215	216	217	218	219	220	221	222	223	224	225
226	227	228	229	230	231	232	233	234	235	236	237	238	239	240	241	242	243	244	245	246	247	248	249	250
251	252	253	254	255	256	257	258	259	260	261	262	263	264	265	266	267	268	269	270	271	272	273	274	275
276	277	278	279	280	281	282	283	284	285	286	287	288	289	290	291	292	293	294	295	296	297	298	299	300
301	302	303	304	305	306	307	308	309	310	311	312	313	314	315	316	317	318	319	320	321	322	323	324	325
326	327	328	329	330	331	332	333	334	335	336	337	338	339	340	341	342	343	344	345	346	347	348	349	350
351	352	353	354	355	356	357	358	359	360	361	362	363	364	365	366	367	368	369	370	371	372	373	374	375
376	377	378	379	380	381	382	383	384	385	386	387	388	389	390	391	392	393	394	395	396	397	398	399	400

1. What is the highest level of education that you completed? (Check one only)
01. ☐ Some high school or less
02. ☐ Graduated High School
03. ☐ Some College or Technical school
04. ☐ Graduated College
05. ☐ Post Graduate school

2. Computer currently owned is:
(Check all that apply)
01. ☐ IBM compatible (Intel standard)
02. ☐ MacIntosh
03. ☐ Amiga
04. ☐ Dedicated game machine
05. ☐ None

3. If Intel, what level? (Check one only)
01. ☐ Power PC
02. ☐ Pentium (586)
03. ☐ 486
04. ☐ 386
05. ☐ 286

4. Do you own (or plan to buy in next 6 months) a CD-ROM? (Check one only)
01. ☐ Own
02. ☐ Plan to buy (6 months)

5. How often do you usually buy computer games?
(Check one only)
01. ☐ Once a week
02. ☐ Once every two to three weeks
03. ☐ Once a month
04. ☐ Once every two to three months
05. ☐ Once every four to six months
06. ☐ Once a year

6. Where are you most likely to purchase games?
(Check all that apply)
01. ☐ Independent computer store
02. ☐ Consumer electronic store
03. ☐ Mass merchandising store
04. ☐ Computer store chain
05. ☐ Direct from vendor
06. ☐ Mail order

7. What is your (and others in household) favorite type of game? (Check one in each column)

	Yourself	Other 1	Other 2
01. Strategy			
02. War/Military			
03. Role Playing			
04. Brain Teasers			
05. Card			
06. Sport			
07. Action/Arcade			
08. Educational			
09. Adventure			

Name

CGW 9/96-4

Title

Telephone

Company Name

Address

City

State

Zip

4. ☐ Please send me a one-year (12-issue) subscription to Computer Gaming World for $27.94 (U.S. price); all other countries add $16.00 for additional postage.

In a Hurry? Fax This Card To: 609-829-0692

FOR QUICKER RESPONSE
FAX TO
(609) 829-0692

Free Product Information

NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES

BUSINESS REPLY MAIL

FIRST-CLASS MAIL PERMIT NO. 433 RIVERTON, NJ

POSTAGE WILL BE PAID BY ADDRESSEE

Computer Gaming World

PO BOX 10126
RIVERTON, NJ 08076-8626

ADVERTISER INDEX

FREE

PAGE	COMPANY	PRODUCT	R.S. #
48-49	20th Century Fox Home Entertainment	Die Hard	268
145-146	7th Level, Inc.	Monty Python & the Quest for the Holy Grail	*
166	Access Software, Inc.	Links LS	248
167	Access Software, Inc.	Pandora Directive	246
156-157	Acclaim	Iron Man	65
172	Acclaim	Striker Soccer	67
2,3	Accolade	Deadlock	292
C5-C7	Accolade	Eradicator	291
176-177	Accolade	Legends '97 Football	40
199	Accolade	Star Control 3	44
23	ACT Laboratory Ltd.	Power Ramp	191
93	Activision	Hyperblade	39
10,11	Activision	Interstate '76	98
43-45	Activision	MechWarrior 2:Mercenaries	41
140-141	Activision	Time Commando	38
125	Activision	Zork Nemesis	36
105	Altec Lansing	ACS55 Multimedia Speaker System	52
86	American Softworks	S.T.O.R.M.	112
101	Berkeley Systems	You Don't Know Jack V.2	50
183	Bethesda Softworks	Daggerfall	51
54-55	Blizzard Entertainment	WarCraft II	265
80	Blue Byte	Albion	114
62	Blue Byte	The Settlers II	254
15	Bungie Software	Marathon 2	75
110	CH Products	Game Controllers	60
223	Chips & Bits	Board Games & Role Playing Games	61
221	Chips & Bits	Budget Software	45
231	Chips & Bits	Mail Order Adult Software	195
209	Chips & Bits	Waterloo	47
170-171	Chips & Bits	www.cdmag.com/chips.html	68
89	Computer Express	Loony Labyrinth	76
72-73	Computer Express	Mail Order Products	74
113	Creative Labs, Inc.	AWE 32 Plug & Play	78
75	Eiger Labs	Head On 28.8 DSVD Modem	205
17	Epic MegaGames, Inc.	Epic MegaGames, Inc.	*
222	Falcon-Northwest	Falcon MACH V	92
C2-1	FormGen, Inc.	Duke Nukem 3D	70
219	FormGen, Inc.	Shadow Warrior	43
153	FormGen, Inc.	Xenophage	247
220	Gamer's Gold	Mail Order Products	93
201-204	Gateway 2000	Destination	295
224	GoldTree Enterprises	Cylindrix	73
47	Grolier	Banzai Bugs	*
165	Grolier	Battle of the Ironclads	*
67	Grolier	Greg Norman Golf	*
151	GT Interactive Software	Amok	242
156	GT Interactive Software	NINE	213
181	GTE Entertainment	NCAA Basketball	244
21	GTE Entertainment	Timelapse	115
211	GTE Entertainment	Titanic	240
102	Hayes Microcomputer Products	Accura 288 DSVD Modem	224
143	iNSCAPE	DEVO: Adventures of the Smart Patrol	212
175	Interactive Magic	Bruce Jenner's Decathlon	105
188	Interactive Magic	Hind	107
213	Interactive Magic	tM1A2 Abrams	109
69	Interplay Productions	Normality	59
27	Iomega	jaz drive	*

FREE

PAGE	COMPANY	PRODUCT	R.S. #
13	Logitech	WingMan Warrior	*
193	Looking Glass Technologies	Terra Nova	186
35-37	LucasArts Entertainment Company	AfterLife	118
107	Matrox Graphics, Inc.	Matrox Mystique	249
79	Maxis	Sim City 2000 Network Edition	255
39	Merit Studios	CyberJudas	228
4,5	Micronics	Righteous 3D	294
215	Microprose	Magic The Gathering	215
41,61	Microsoft	Hell Bender	*
169	Mindscape	Chess Master 5000	134
70	Mindscape	MegaRace 2	131
230	Mission Control Software	Mail Order Products	99
64	Mpath Interactive	MPlayer	199
100	MPG-NET	Multi-Player Games Network	135
149	New World Computing	Hereos II	136
29	New World Computing	Heroes of Might & Magic	138
98	New World Computing	Wages of War	137
24-25	Novalogic	Combat Simulation Games	220
C8	ORIGIN Systems, Inc.	Crusader	146
185	PC Zone	Mail Order Products	140
161-163	Philips Electronics	Paradise	297
83,85	Philips Media	Hard Core Games	143
179	Philips Media	Total Control Football	284
57-59	Phillips Media	Down in the Dumps	150
63	Playmates Interactive	Powerslave	280
97	Pulse Entertainment	Bad Mojo	148
220	R & G Games	Used Game Sofware	177
131	Sierra On-Line	Betrayal in Antara	153
120	Sierra On-Line	Gabriel Knight II	300
127	Sierra On-Line	Lighthouse	155
135	Sierra On-Line	MissionForce: Cyberstorm	161
53	Sierra On-Line	Phantasmagoria 2	159
8,9	Sierra On-Line	Rama	154
91	Sir-Tech	Jagged Alliance Deadly Games	162
30-31	Sir-Tech	Nemesis A Wizzardry Adventure	165
123	Sir-Tech	Shadows Over Riva	164
191	Spectrum Holobyte	Grand Prix II	156
196	Strategic Simulations, Inc.	Age of Rifles	207
18-19	The 3DO Company	PC CD-ROM Games	144
155	ThunderSeat Technologies	ThunderSeat	121
60	TSR, Inc.	AD&D - CD ROM	218
225	United CD-ROM	Mail Order Products	194
217	Viacom New Media	DeathDrome	178
207	Viacom New Media	The Divide: Enemies Within	175
137	Viacom New Media	Enemy Nations	149
187	Viacom New Media	SlamScape	176
108-109	Virgin Interactive Entertainment	Command & Conquer: Red Alert	85
115,117	Virgin Interactive Entertainment	Toonstruck	239
77	Virgin Interactive Entertainment	Z	184
119	Virtual I/O	i glasses!	275
129	Warner Books	QIN	286
139	Xatrix Entertainment	Cyberia 2	299
132	Yamaha Corp. of America	YST Multimedia Speakers	182
195	ZD Net	ZD Net	290
226	ZD Net	ZDTV	289
114	Zephyr Computer	The Speed Demon	288

Move Over Valerie...
Cybersex Has a New Master!

Some of his sexy opponents:
Vixen
Angel
Divine

$49 ORDER NOW!

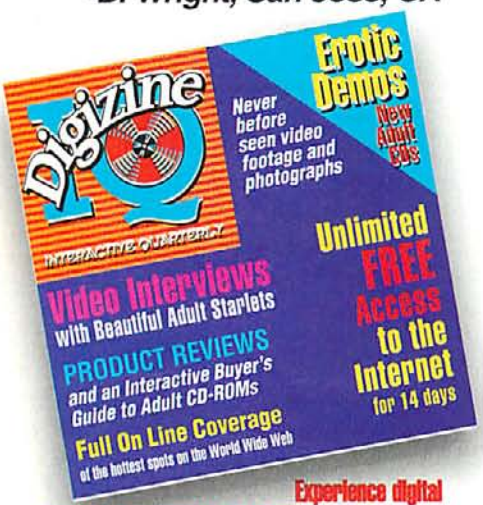
Virtual Victor
Adult Arcade 3-D Adventure!

www.missioncd.com
Mission Control Software
800.999.7995
Intern'l: 201.783.3600
fax: 201-783-3686

Send orders to: Mission Control, 7 Oak Place, CGW0896, Montclair, NJ 07042 • MC, Visa, Discover, Checks & Money Orders. Shipping $7 (Overnight to most)

You must be 21 or older to order this product.

"Without a doubt, the best buy in adult erotica!"
-B. Wright, San Jose, CA



Experience digital erotica for yourself. IQ Magazine's CD edition is the first digizine ever to fully cover interactive erotica. It's packed with smokin' interactive interviews with adult superstars, hot reviews and rockin' demos of the latest sexy software from top adult programmers.

Get a full year subscription- four quarterly CD Digizines for only $29.95. Hours of fascinating, erotic explorations are at your fingertips with each exciting issue.

FREE Feature Length Adult Movie CD If You Subscribe Now!

YES! Please start my subscription to Interactive Quarterly™ for $29.95 and send my FREE Adult Movie CD (A $19.00 Value!) Must be 21 or older to order. Guarantee: Full refund if not completely satisfied.
Mail to: Interactive Quarterly, Dept. CGW0896, 551 Valley Road, Montclair, NJ 07043 or Fax: 201-783-3688 Circle Reader Service #99

Name _____

Address _____

City _____

State _____ Zip _____

Payment Enclosed: ☐ check or money order (allow 14 days to clear) Charge my: ☐ MC ☐ Visa ☐ Discover

Card # _____

Expires: / _____

Signature _____ Date of Birth _____
(I certify I am 21 years of age or older) (Must be filled out)

ComputerLife

YOU'LL GET BIG BONUSES WHEN YOU SUBSCRIBE
FREE SOFTWARE
PHENOMENAL SAVINGS
FROM THE MAGAZINE THAT'S PUSHING THE LIMITS AND PUSHING BACK THE PRICE
TO LOCK IN BIG SAVINGS AND RESERVE YOUR
FREE DISK, CALL
1 800 926 1578

ADULTS ONLY

ORDER NOW! 800-273-7910

Check out our HOT online catalog! www.cdmag.com/adultsonly.html

PO BOX 14 DEPT 10752 HANCOCK, VT 05748 INT'L 802-767-3033 FAX 802-767-3382 SOURCE 10752

OVERNIGHT SHIPPING IN US $4 PER ORDER. Mail to Canada, PR, HI, AK, APO, FPO $4 per order. Worldwide airmail $6 per item. Handling $2 per shipment. Hardware orders may require additional shipping charges. Cannot guarantee Customs clearance. Order at your own risk. Visa, MC and Discover accepted. Checks held 4 weeks. Money Orders under $200 same as cash. COD $8. Defectives replaced with same product. Most items shipped same day. Shipping times may vary. Price/availability may change. All sales final. Restrictions apply. Call for details. MUST BE AN ADULT TO ORDER. Each order will include a 6 month subscription to Computer Games Strategy Plus magazine, for which $6 of the order cost will be allocated. Current subscribers will be extended.



'FEMME FATALE FOR WINDOWS' Build your dream girl with Femme Fatale! A hot adult jigsaw! Features include, a long, tantalizing ALL NUDE full motion strip-tease video. Also 250 hot 24 bit images of 62 girls used with included puzzle. Load/save game, BMP, PCX, GIF, TIF, DIB, TGA, WAV audio and more. **CD $24**



'NET EROTIQUE' The future of sex is here! Hitch a ride on the information super highway to Europe with one goal in mind. Video dialing for new Sexcapades with the most gorgeous women ever to travel over the hot wire. Log on and experience the lust and possibility this medium can provide. **CD $24**



'VIRTUAL SEX SHOOT' Imagine being transported to a mysterious island and having nearly infinite possibilities as you create your own visual fantasy by controlling cameras that are capturing every intense moment of highly charged erotic sex. **CD $44**



'ROMSOFT 6 PACK' Double Down, Doors of Passion 2, Sensuous Girls in 3D, Massive Melons, Touch Me, Feel Me and Private Screenings are what you'll get in this sexy 6 pack! **6 CD'S $39**



'NOT SO SOFT SWINGERS CONTACT' is the newest and most innovative way for swinging singles and couples to meet. Each issue is packed with erotic personal ads from across the country. Personal ads include either full motion video or color photos. These are HOT ads. We will also be including point and click software to connect you to lifestyle online! **CD $34**



'LA BLUE GIRL 3' There's a new girl in Miko's school, Fubuki Kai. Pretty and popular, she doesn't seem to be out of the ordinary. But Fubuki is a trained ninja as well, maybe even as good as Miko herself! And she intends to gain access to the Shikima realm and become its new ruler! **CD $22**

INTERACTIVE

Buster Cherry	$45
Casting Couch	$39
Chameleons	$39
Club Cyberlesque	$29
Come Play With Me	$36
Crystal Fantasy	$29
Cyber Photographer	$34
CyberPeep Int	$19
CyberStrip Black Jck	$36
CyberStrip Poker	$36
CyberXperience	$40
Cyberpeep 2 Watrss	$24
Dark Tunnels	$18
Designer Bodies	$29
Desktop Mistress	$49
Desktop Voyeur 1	$39
Dirty Debutantes 2	$39
Dirty Tricks	$46
Diva X Ariana	$38
Diva X Rebecca	$38
Dream Machine 2	$49
Electric Swing	$29
Eros 2	$24
Erotic Gms Sampl	$8
Fantasy After Dark	$35
Fun House	$39
Fuzz Buzzers	$39
Girlfriend Teri	$39
Girlfriend Tracy	$39
Heidi's House	$36
Hollywood Bdy Dble	$44
Hot Slots	$37
Hump Towers	$39
Interact Seymre Bt 2	$49
Interactive Sex Thrpy	$46
Internatl Strip Poker	$22
Intimate Journey	$24
Intimate Possblts	$39
Island Girl Resort	$39
Japan Interactive	$44
Ladies Club Pkr Nght	$26
Latex	$44
Love Pyramid	$29
Lust Connection	$39
Maddams Family	$29
Midnight Stranger	$45
Mind Teazzer 2	$32
Mustang Interactive	$42
Mystik Mistress	$36
Nasty Parts	$42
Net Erotique	$24
Neurodancer	$39
Nice & Hard	$32
Nick Steele P.I.	$39
Night Owl 20	$29
Nightwatch Int 2	$39
Nightwatch Int 3	$46
Nightwatch Inter	$39
Oriental Ecst Expsed	$39
Passion Poker	$29
Penetration	$19
Penthouse IA 6	$52
Pleasure Zones	$33
Porn Mania	$49
Private Prison	$44
Sex Castle	$29
Sex TV	$39
Sexy Sports Trivia	$19
Space Sirens 2	$29
Spread-Em	$34
Spy Club	$32

INTERACTIVE

Strip Black Jack	$44
Strip Poker Pro 2	$36
Strip Tease	$24
Texas Table Dance	$24
Time Warp	$45
VCA's Sex	$29
Vampire's Kiss	$36
Venus Playhouse	$35
Virtual Golden Eye	$44
Virtual Sex 2	$39
Virtual Sex Shoot	$44
Virtual Valerie 2	$36
Virtually Yours 2	$39
Wheel of Fantasy	$26
Zoom	$36

MOTION

101 Orient Delts 2	$19
101 Sex Positions 2	$24
Adult Image Library	$19
Adult Movie Almanac	$49
Adult Superstars	$26
Amateur Allstars	$12
Amateur Models 4	$28
Amorous Asia Girl2	$19
Ashlyn Gere Rits 2	$24
Asia X	$27
Babes Illustratd 2	$25
Bad Girls 2	$19
Bare Exposure	$25
Beyond Explicit	$28
Blond Justice	$25
BodyCello Six Pack	$49
California Girls	$9
Camp Double D	$29
Casting Call 2	$36
College Girls 2	$24
Cyberpeep Lisa	$49
Deep Thrt Grls 4Pk	$52
Demon School	$22
Desert Passion	$25
Dirty Debutnt 6 Pk	$44
Dripping With Desire	$26
Erotic Dreams 2	$26
Evil Seductress	$26
Exchange Student	$24
Fantascenes	$39
Ghostly Desires	$44
Girls Doin' Girls 2	$26
Glamor Girls 2	$19
Group Therapy	$24
Hard Core	$24
Heidi's Girls Exposed	$24
Hollywood Babylon	$19
Hot Wired	$26
House of Pain	$24
If Looks Could Thrill	$24
Indiscretion	$29
Insatiable	$24
Justine	$39
La Blue Girl 4	$22
Legends of Porn 2	$19
Love Doll Lucy	$26
Man Enough	$15
Menage A Trois	$26
Mind Shadows	$19
Models, Etc.	$19
Mystique Orient 2	$24
New Machine 6 Pk	$42
New Wave Hookrs 2	$24

MOTION

Nice But Naughty	$16
Nikki at Nite	$19
Nova Collection 5	$19
Oriental Action	$26
Oriental Diaries	$29
Oriental X-Press	$22
Pleasure in Paradise	$25
Racquelle in Wild	$24
Romsoft Six Pk 2	$39
Samurai Pervert	$49
Secret Garden 2	$19
Seductions	$24
Sex 2	$24
Seymore Six Pack	$39
Silent Strangers	$24
Southern Beauties 2	$32
Superstars of Porn	$24
Sushi Bar Girls	$29
Tokyo Nightlife	$48
Tokyo Nymphs	$16
Twin Angels 2	$28
Ultimate Tokyo	$29
Urotsukidoji Pft Col	$48
Virgins Vol 3	$39

STILLS

Adult Pict Libr 4	$19
American Girls 2	$19
Asian Pearls	$29
Bankok Beauties	$19
Bankok Beauties	$19
Busty Babes 4	$39
Celebrity Nudes	$25
Domin-A-Trix	$19
Elite College Girls 1	$24
Elite Europn Model 1	$19
Erotic Playground	$22
Heavenly Bodies 6	$39
Japanese Pearls	$28
La Femme Venus	$29
Latin Lust	$29
Ropes & Chains	$19
Secret Treas Japan	$17
Sexual Encounters	$6
Sweet Dreams	$29
Tabloid Beauties	$26
Tokyo Glamour Girls	$29
VCA Photo Disk	$22
Village Collection	$29

GAY

Bacchs 6 Pck (Gay)	$45
Beef 3	$25
Bike Bang	$20
Cruising Ground	$20
David	$20
Dream Lovers	$29
Home Boys 2	$24
Manhunt	$18
Men In Uniform	$36
Prime Beef	$24
The Gay Outdoors	$36

3DO

Blond Justice	$29
Love Bites	$29
Neurodancer	$39
Sex	$29

Spend $60. Get a Phone Sex CD or Amateur Photo Gallery CD FREE.

Request must be made at time of purchase. Quantities limited. Offer subject to change or cancellation at any time.



'DREAM MACHINE 2' A conspiracy has subverted technology, enforcing absolute restrictions on all sexual expression. You are mankind's only hope for sexual liberation. **CD $49**



'CRYSTAL FANTASY' Venture through the cave of lust and find the secret crystal. Interact with the sexiest young jewels of the MacDaddy harem. Take snapshots of the girls and play with them in your own private portfolio. Six highly interactive, three dimensional gorgeous babes! **CD $29**



'TABLOID BEAUTIES' What's behind the headlines of Tabloid Beauties? See 16 bodacious beauties bare their hard bodies in more than 500 hot, wet, interactive nude photos. Hear the girls reveal their most intimate secrets in over an hour and a half of lusty interactive phone conversations. **CD $26**



'GLAMOUR GIRLS 2' 10 of the most beautiful women with firm, tight bodies, exposing themselves to you, on this amazing CD. 200 full screen incredible pictures of the most beautiful girls in some of the most desirable poses. Over 40 erotic videos of girls ready and waiting to reveal their luscious bodies for your eyes only. **CD $19**



'CYBER PEEP 2: WAITRESSES' After you navigate the holodeck and locate the combinations, you can experience a virtual peep show in the privacy of your own cyberspace! Let the waitresses take you on a journey into the world of cyber erotica! Watch as they act our their sexual fantasies for your own private enjoyment! So sit back and crank up your CD ROM drive! **CD $24**



'FANTASCENES' Create countless personal visual fantasies with 5 of the most beautiful women in the world! You control the capabilities in this disc of explicit, passionate eroticism. **CD $39**

© 1996 CHIPS & BITS, INC.

HALL OF FAME

Welcome to the Cooperstown of Computer Games. Here, raised upon pedestals, you'll find the games that broke the records, established the benchmarks, and held gamers in delighted trances for hours untold.

HIGHLIGHTS

BATTLE CHESS
Interplay, 1988



While supporters of Go may argue that it is really the oldest game, there's little question that Chess is the most widely-played game in the world. Early attempts to bring Chess to the computer focused heavily on artificial intelligence, with the result that many of today's computer opponents (when set to their highest levels) can best even above-average humans 99 percent of the time. BATTLE CHESS, however, was a new breed of Bishop that focused more on entertaining than pure skill. No longer were captured pieces simply removed from the board. Knights strode arrogantly into the contested square and slashed at ducking Pawns, who replied with low blows. Bishop's staves turned into halberds, and sneaky Kings concealed automatic pistols underneath their robes. Both the Amiga version and the later IBM CD version offered excellent sound effects: the clank of armor, the swoosh of blades, the crashing of Rook "Rock" Golems as they castled their Kings to safety; all contributing to a sense of fun still different from any Chess game before or since. And while the computer opponent will never replace that of, say, CHESSMASTER, the AI had its moments. Later versions added more varied opening books, the ability to transition from one opening to another, and much-improved algorithms, particularly in BATTLE CHESS 4000. Somehow, though, games of BATTLE CHESS always seemed to end up as wide-open affairs, with tons of exchanges to see the clever animation sequences. Still widely available at discount prices, BATTLE CHESS makes a fine introduction to computer games.

BETRAYAL AT KRONDOR
Dynamix, 1993



There's little question that the fantasy role-playing genre has fallen on hard times, with no new series emerging to seriously challenge the ULTIMA, MIGHT & MAGIC and WIZARDRY triumvirate–and even those franchises look a bit long in the dragon's tooth. One of the few games to *buck this* trend was Dynamix' BETRAYAL AT KRONDOR. The design team worked so closely with author Raymond Feist that KRONDOR is almost another "novel" in Feist's award-winning Midkemia fantasy chronicles. To be sure, there are some irritations, such as the huge number of side-quests, some of which add little to the story. But in an era where games were bursting onto CD-ROM, only to hide 20 hours (or less) of tepid gameplay amidst multimediocrity, KRONDOR stands out because of its depth. The game's characters—fleshed out by Feist—exhibit loyalty, treachery, bravery, even a wry sense of humor. The plot contains numerous twists with plenty of intrigue and an authentic fantasy feel that most RPGs strive for in vain. There is a sense of richness, of epic conflict in an enormous game world where you could wander for hours, simply ignoring the plot and investigating the countryside. Not for the faint of heart, KRONDOR rewards those who immerse themselves in another world. Unfortunately, Sierra orphaned the KRONDOR property because it couldn't sell enough copies fast enough to meet a quota. How ironic, then, that not only is 7th Level producing RETURN TO KRONDOR, but that Sierra has decided to return with an *unofficial* sequel, BETRAYAL AT ANTARA.

Inductees Prior To 1989

- **BATTLE CHESS** (Interplay Productions, 1988)
- **CHESSMASTER** (The Software Toolworks, 1986)
- **DUNGEON MASTER** (FTL SOFTWARE, 1987)
- **EARL WEAVER BASEBALL** (Electronic Arts, 1986)
- **EMPIRE** (Interstel, 1978)
- **F-19 STEALTH FIGHTER** (MicroProse, 1988)
- **GETTYSBURG: THE TURNING POINT** (SSI, 1986)
- **KAMPFGRUPPE** (Strategic Simulations, 1985)
- **MECH BRIGADE** (Strategic Simulations, 1985)
- **MIGHT & MAGIC** (New World Computing, 1986)
- **M.U.L.E.** (Electronic Arts, 1983)
- **PIRATES** (MicroProse, 1987)
- **SIMCITY** (Maxis, 1987)
- **STARFLIGHT** (Electronic Arts, 1986)
- **THE BARD'S TALE** (Electronic Arts, 1985)
- **ULTIMA III** (Origin Systems, 1983)
- **ULTIMA IV** (Origin Systems, 1985)
- **WAR IN RUSSIA** (Strategic Simulations, 1984)
- **WASTELAND** (Interplay Productions, 1986)
- **WIZARDRY** (Sir-Tech Software, 1981)
- **ZORK** (Infocom, 1981)

Modern Inductees

- **ALONE IN THE DARK** (I-Motion, 1992)
- **BETRAYAL AT KRONDOR** (Dynamix, 1993)
- **DAY OF THE TENTACLE** (LucasArts, 1993)
- **DOOM** (id Software, 1993)
- **FALCON 3.0** (Spectrum HoloByte, 1991)
- **FRONT PAGE SPORTS FOOTBALL PRO** (Dynamix, 1993)
- **GUNSHIP** (MicroProse, 1989)
- **HARPOON** (Three-Sixty Pacific, 1989)
- **KING'S QUEST V** (Sierra On-Line, 1990)
- **LEMMINGS** (Psygnosis, 1991)
- **LINKS 386 PRO** (Access Software, 1992)
- **M-1 TANK PLATOON** (MicroProse, 1989)
- **MASTER OF ORION** (MicroProse, 1993)
- **RAILROAD TYCOON** (MicroProse, 1990)
- **RED BARON** (Dynamix, 1990)
- **SID MEIER'S CIVILIZATION** (MicroProse, 1991)
- **THEIR FINEST HOUR** (LucasArts, 1989)
- **THE SECRET OF MONKEY ISLAND** (LucasArts, 1990)
- **TIE FIGHTER** (LucasArts, 1994)
- **ULTIMA VI** (Origin Systems, 1990)
- **ULTIMA UNDERWORLD** (Origin Systems, 1992)
- **WING COMMANDER I & II** (Origin Systems, 1990-91)
- **WOLFENSTEIN 3-D** (id Software, 1992)
- **X:COM** (MicroProse, 1994)

Computer game programs have grown so massive and the number of hardware configurations has become so huge that incompatibilities and glitches are frustratingly common.

Software fixes, or "patches," for buggy programs have become a necessary evil until we reach the golden age of standardized platforms and bug-free programs.

Battleground 3: Waterloo V1.01 Update: Latest upgrade to BATTLEGROUND 3: WATERLOO. Please view or download the text file, BGW101.TXT.

Indy's Desktop Adventures Installation Patch: Corrects installation problems. If you had no trouble installing the game, don't use this patch. Replace the old installer by copying this file onto the Desktop Adventures floppy disk. When queried, choose to overwrite the existing SETUP.EXE.

Flight Simulator 5.0A Update: Includes several hardware and AI improvements including improved flight equations (including stall and spin models), Sound Blaster/SB Pro/SB16 improvements, improved joystick response, and 320x200 256 color VGA mode for faster performance. Fixes the "Error 0039" problem with Pentiums in VGA mode.

Grand Prix Championship Manager 2 Update: Latest patch fixes reported errors.

Lion 560K Conventional Memory Patch: This file will allow LION to run with 560k conventional Memory. Extract it and place the file in the LION directory.

Monopoly CD ROM V1.3 Update: This self-extracting file fixes lockup problems caused by some of the videos and includes the newest version of the FAQ file. Refer to the README for installation instructions.

Panthers in the Shadows V1.17 Patch: This update adds eight-way facing and infantry secondary weapons firing, and fixes several bugs like the "red star" logo, victory computation and deep water bridge bugs.

Silent Hunter V1.01 Interim Update: This self-extracting zip file fixes "Phantom Ship" contact generation bug in open seas and compressed air usage bug. Additions and changes include change in crew quality update; addition of No Depth Charges below 200 in historic models; and lowers merchant crew gunnery effectiveness. Put new executable SH.EXE in SILENT HUNTER directory replacing old file. See README.101 file for details.

Silent Steel MPEG Video Upgrade: Supports many other MPEG cards and MPEG software drivers, including Ace MPEG cards. Copy STEEL.EXE into the C:\MSTEEL directory. From the MSTEEL directory, delete any saved games. Type: del *.ssg.

Stalingrad V2.0 Patch: Fixes the EPT0036 error message and supersedes the earlier file that would not update V1.85 correctly.

Stonekeep V1.2: Fixes various problems. To use this patch you must have PKUNZIP.EXE Version 2.04g. Unzip the SK_P12.ZIP file in the directory where STONEKEEP is installed. The default directory is C:\INTRPLAY\STONKEEP.

TacOps Update for Windows V1.03: Update contains 11 new user-requested enhancements, more U.S., Canadian, and OPFOR units, and a number of bug fixes. Consisting of an update installation program, several data files, and a text file, this update can be unzipped with either WinZip or PKUNZIP 2.04g. To use the update you must have the retail version of TACOPS for Windows v1.00, v1.01, or v1.02.

Tigers On The Prowl II V2.01 Update. Fixes the floating point error, occasional replay problems, IPV/IPP strings, and adds about 20 more weapons. This update only works for ToPII. To use this self-extracting file, copy it into your ToP2 directory and type "TOP-201"and it will overwrite the old ToP2 files.

Total Mayhem V1.02 Update: This zipped file contains 10 extractable files that fixes various problems. Refer to the Patch.txt file for instructions.



▸ New Patches are on disk.

ZDNet

These patches can usually be downloaded from the major online networks (America Online, CompuServe, ZDNet) and *Computer Gaming World*'s Web site (http://www.zdnet.com/gaming) but can also be obtained from individual software publisher's Web sites or direct from the publisher with proof of purchase.

Publisher Web Sites

Many of these patches are available directly from the publishers, at the following sites:

Accolade: http://www.accolade.com
Activision: http://www.activision.com
Apogee/3d Realms: http://www.apogee1.com
Bethesda: http://www.bethsoft.com
Blizzard: http://www.blizzard.com/tech.htm
Bullfrog: http://www.ea.com/bullfrog.html
Domark: http://www.domark.com
EA: http://www.ea.com
Id Software: http://www.idsoftware.com
Interactive Magic: http://www.imagicgames.com/games.html
Interplay: http://www.interplay.com
Looking Glass: http://www.vie.com/lgt/utility.html
LucasArts: http://www.lucasarts.com
MicroProse: http://www.microprose.com/mpsfiles.html
Microsoft: http://www.microsoft.com
Mindscape: http://www.mindscape.com
New World Computing: http://www.nwcomputing.com
Ocean: http://www.ef2000.com
Origin: http://www.ea.com/origin.english/index.html
Papyrus: http://www.sierra.com
Philips: http://spider.media.philips.com/media/games
Sierra On-Line: http://www.sierra.com
Spectrum HoloByte: http://www.trek.microprose.com/shfiles.html
SSI: http://www.ssionline.com
Take 2: http://westol.com/~taketwo/ripper.html#patches
Virgin: http://www.vie.com/html/viesupport.html

THE COMPUTER GAMING POLL • A MONTHLY SURVEY OF CGW SUBSCRIBERS

Each month, more than 1,500 "lucky" CGW subscribers are selected at random to rate 100 computer games. The results of that poll are calculated into the aggregate results of previous months to yield a cumulative average for the best plays in gaming. This month's listing is the first under a new system, so rankings are likely to be more dynamic than in recent months, and some Top 10 categories don't include a full 10 games. As more responses accrue, the rankings will stabilize and all the slots will fill in. In the meantime, we hope you find the new ratings race as fascinating as we do.



TOP ACTION GAMES

	GAME	COMPANY	SCORE
1	Crusader: No Remorse	EA/Origin	8.49
2	Rayman	UbiSoft	8.14
3	Doom II	id	8.06
4	The Need For Speed	EA	8.04
5	Dark Forces	LucasArts	7.93
6	Hyper 3D Pinball	Virgin	7.82
7	Descent II	Interplay	7.80
8	Hexen	Raven/id	7.77
9	Virtual Pool	Interplay	7.63
10	System Shock	EA/Origin	7.50



TOP ADVENTURE GAMES

	GAME	COMPANY	SCORE
1	Gabriel Knight 2	Sierra	8.43
2	Mission Critical	Legend	7.93
3	Zork Nemesis	Activision	7.91
4	Full Throttle	LucasArts	7.49
5	Phantasmagoria	Sierra	7.47
6	Ripper	Take 2	7.42
7	The Dark Eye	Inscape	7.20
8	Bad Mojo	Acclaim	7.19
9	The Dig	LucasArts	7.12
10	Under A Killing Moon	Access	7.12



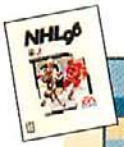
TOP CLASSIC/PUZZLE GAMES

	GAME	COMPANY	SCORE
1	You Don't Know Jack	Berkeley	8.02
2	Incredible Toons	Sierra	7.56
3	Incredible Machine 2	Sierra	7.10
4	Monopoly	Virgin/Westwood	6.75
5	Tritryst	Virgin	6.62
6	Connections	Discovery Channel	6.00
7	Lemmings 3D	Psygnosis	5.94
8	Maurice Ashley Teaches Chess	Davidson	5.50
9	—		
10	—		



TOP SIMULATION/SPACE COMBAT GAMES

	GAME	COMPANY	SCORE
1	Wing Commander IV	EA/Origin	8.67
2	Mechwarrior 2	Activision	8.40
3	Wing Commander 3	EA/Origin	8.39
4	Silent Hunter	Mindscape/SSI	8.03
5	EF2000	Ocean	8.03
6	Advanced Tactical Fighters	EA	7.83
7	NASCAR Racing	Papyrus	7.81
8	U.S. Marine Fighters	EA	7.80
9	Wings Of Glory	Origin	7.64
10	1942 Pacific Air War Gold	MicroProse	7.61



TOP SPORTS GAMES

	GAME	COMPANY	SCORE
1	NHL Hockey	EA	8.31
2	NBA Live '95	EA	7.68
3	PGA Tour Golf 486	EA	7.58
4	FPS Football Pro 96	Sierra	7.55
5	FPS Football 95	Sierra	7.50
6	Hardball 5	Accolade	7.10
7	Hardball IV	Accolade	6.54
8	FPS Baseball	Sierra	6.52
9	Grand Prix Manager	Spectrum HoloByte	5.90
10	—		



TOP STRATEGY GAMES

	GAME	COMPANY	SCORE
1	Warcraft II	Blizzard	9.04
2	Civilization II	MicroProse	8.81
3	C&C: Covert Operations	Virgin/Westwood	8.67
4	Command & Conquer	Virgin/Westwood	8.57
5	Master Of Magic	MicroProse	8.06
6	Warhammer	Mindscape	7.96
7	Heroes Of Might & Magic	New World Computing	7.83
8	Warcraft	Blizzard Entertainment	7.79
9	Jagged Alliance	Sir-Tech	7.78
10	Warlords II Deluxe	SSG	7.68



TOP ROLE PLAYING GAMES

	GAME	COMPANY	SCORE
1	Might & Magic: Clouds Of Xeen	New World Computing	7.64
2	Anvil Of Dawn	New World Computing	7.60
3	Stonekeep	Interplay	7.40
4	Ravenloft: Stone Prophet	Mindscape/SSI	6.97
5	Wolf	Sanctuary Woods	6.93
6	Lion	Sanctuary Woods	5.25
7	—		
8	—		
9	—		
10	—		



TOP WARGAMES

	GAME	COMPANY	SCORE
1	Steel Panthers	Mindscape/SSI	8.60
2	Panzer General	Mindscape/SSI	8.43
3	Battleground: Gettysburg	TalonSoft	7.42
4	Custer's Last Command	Incredible Simulations	7.29
5	Allied General	Mindscape/SSI	7.20
6	Perfect General II	QQP	6.89
7	Stalingrad	Avalon Hill	6.50
8	Harpoon II	IntraCorp	6.45
9	Rise Of The West	RAW	4.00
10	—		

Reader Poll #144

	GAME	COMPANY	TYPE	SCORE
☆ 1	Warcraft II	Blizzard	ST	9.04
2	Civilization II	MicroProse	ST	8.81
3	C&C: Covert Operations	Virgin/Westwood	ST	8.67
☆	Wing Commander IV	EA/Origin	SI	8.67
☆ 5	Steel Panthers	Mindscape/SSI	WG	8.60
6	Command & Conquer	Virgin/Westwood	ST	8.57
☆ 7	Crusader: No Remorse	EA/Origin	AC	8.49
8	Panzer General	Mindscape/SSI	WG	8.43
☆	Gabriel Knight 2	Sierra	AD	8.43
10	MechWarrior 2	Activision	SI	8.40
11	Wing Commander 3	EA/Origin	SI	8.39
☆ 12	NHL Hockey	EA	SP	8.31
13	Rayman	UbiSoft	AC	8.14
14	Doom II	id	AC	8.06
	Master Of Magic	MicroProse	ST	8.06
16	The Need For Speed	EA	AC	8.04
17	Silent Hunter	Mindscape/SSI	SI	8.03
	EF2000	Ocean	SI	8.03
☆ 19	You Don't Know Jack	Berkeley Systems	CP	8.02
20	Warhammer	Mindscape	ST	7.96
21	Dark Forces	LucasArts	AC	7.93
	Mission Critical	Legend	AD	7.93
23	Zork Nemesis	Activision	AD	7.91
24	Heroes Of Might & Magic	New World Computing	ST	7.83
	Advanced Tactical Fighters	EA	SI	7.83
26	Hyper 3D Pinball	Virgin	AC	7.82
27	NASCAR Racing	Papyrus	SI	7.81
28	U.S. Marine Fighters	EA	SI	7.80
	Descent II	Interplay	AC	7.80
30	Warcraft	Blizzard	ST	7.79
31	Jagged Aliance	Sir-Tech	ST	7.78
32	Hexen	Raven/id	AC	7.77
33	NBA Live '95	EA	SP	7.68
	Warlords II Deluxe	SSG	ST	7.68
	X-Com: Terror From The Deep	MicroProse	ST	7.68
☆ 36	Might & Magic: Clouds Of Xeen	New World Computing	RP	7.64
	Wings Of Glory	Origin	SI	7.64
38	Virtual Pool	Interplay	AC	7.63
39	1942 Pacific Air War Gold	MicroProse	SI	7.61
40	Anvil Of Dawn	MicroProse	RP	7.60
41	PGA Tour Golf 486	EA	SP	7.58
42	Incredible Toons	Sierra	CP	7.56
43	FPS Football Pro 96	Sierra	SP	7.55
44	FPS Football 95	Sierra	SP	7.50
	System Shock	EA/Origin	AC	7.50
46	Full Throttle	LucasArts	AD	7.49
47	Fantasy General	Mindscape/SSI	ST	7.48
48	Phantasmagoria	Sierra	AD	7.47
49	CivNet	MicroProse	ST	7.46
50	Terra Nova: Strike Force Centauri	Virgin	AC	7.44
51	Ripper	Take 2	AD	7.42
	Battleground: Gettysburg	TalonSoft	WG	7.42
53	Flight Commander 2 Mission Bldr	Avalon Hill	WG	7.40
	Stonekeep	Interplay	RP	7.40
55	Sim City CDROM	Maxis	ST	7.37
56	Heretic	Raven/id	AC	7.30
57	Custer's Last Command	Incredible Simulations	WG	7.29
58	U.S. Navy Fighters	EA	SI	7.25
59	Super Street Fighter II	Capcom	AC	7.23
60	Magic Carpet 2	EA/Bullfrog	AC	7.22
61	The Dark Eye	Inscape	AD	7.20
	Allied General	Mindscape/SSI	WG	7.20
63	Bad Mojo	Acclaim	AD	7.19
64	Flight Unlimited	Looking Glass	SI	7.17
65	Aces Of The Deep	Sierra/Dynamix	SI	7.14
66	Caesar II	Sierra	ST	7.12
	The Dig	LucasArts	AD	7.12
	Under A Killing Moon	Access	AD	7.12
69	Riddle Of Master Lu	Sanctuary Woods	AD	7.11
70	Incredible Machine 2	Sierra	CP	7.10
	Hardball 5	Accolade	SP	7.10
72	Destruction Derby	Psygnosis	AC	7.06
	Top Gun	Spectrum HoloByte	SI	7.06
74	Ravenloft: Stone Prophet	Mindscape/SSI	RP	6.97
75	Star Trek: TNG, Final Unity	Spectrum HoloByte	AD	6.96
76	Legends Of Kyrandia 3	Virgin/Westwood	AD	6.95
77	Screamer	Virgin	AC	6.94
78	Wolf	Sanctuary Woods	RP	6.93
79	Perfect General II	QQP	WG	6.89
80	King's Quest VII	Sierra	AD	6.88
	Apache	Interactive Magic	SI	6.88
82	Descent	Interplay	AC	6.87
83	Magic Carpet	EA/Bullfrog	AC	6.79
84	Werewolf vs. Comanche	NovaLogic	SI	6.78
85	Chronomaster	Intracorp/Capstone	AD	6.75
	Monopoly	Virgin/Westwood	CP	6.75
87	Earthsiege 2	Sierra	SI	6.73
88	Future Shock	Bethesda	AC	6.72
89	Fast Attack	Sierra	SI	6.71
	1830	Avalon Hill	ST	6.71
	Relentless	EA	AD	6.71
92	Mortal Kombat 3	GT Interactive	AC	6.70
93	Earthworm Jim	Activision	AC	6.69
94	FX Fighter	GTE Entertainment	AC	6.68
95	Tritryst	Virgin	CP	6.62
96	Loderunner	Sierra	AC	6.61
97	Fighter Duel	Philips Media	SI	6.57
98	Su-27 Flanker	Mindscape/SSI	SI	6.56
99	Buried In Time	Sanctuary Woods	AD	6.55
100	Hardball IV	Accolade	SP	6.54

Games on unnumbered lines have scores equal to the line above. ☆ = Top game of type. Red = New Game, AD = Adventure, RP = Role Playing, SI = Simulation/ Space Combat, ST = Strategy, WG = Wargame, AC = Action, SP = Sports, CP = Classic/Puzzle. Games are retired after two years and become eligible for the Hall of Fame.

What's The Deal With... Gimmicks?



I guess it's fallout from those local news bites on the E3 show a few months ago—you know, the one with some guy in a bad suit going to the booth that has the most scantily clad women, believing everything he's told—but I find myself growing tired of these people endlessly crowing about "things to come," when they should be making sure that today's games are worth playing. Despite the fact that only ravens like shiny new stuff more than I do, I find that all the excitement over gimmicks and techno doo-dads at these shows really tends to overshadow the truth: that there is nothing very entertaining about another bloody Super-Mario game.

I guess I should thank Nintendo for making a big deal out of skewed 3-D graphics ("Now you can make Mario travel anywhere in the virtual world, exploring as you want!" Golly, you mean the way you've been able to do in real computer games for about the last BILLION years?). At least they drowned out the agonizing babble over Virtual Reality, and how it's going to change civilization forever by next weekend. Of course, just when I thought the VR hype-fest was over, I spotted yet another book on its implications. Given the actual state of the technology, and the fact that the average person can't be bothered to read a book, never mind pick their own movie endings, all this fretting is almost as premature as running home after the first performance of *Macbeth* and penning an essay on what its effects on TV might someday be.

What I'd really like to see is this: all the money currently going into bad VR headgear being saved until somebody invents cheap, fast color flatscreens. Instead, they could put more effort into technologies that might actually benefit gamers, like really efficient voice-recognition software. Let's face it, voice commands are probably the only way the average Joe is going to be able to handle the next generation of sims. The Command cut of ACES OF THE DEEP certainly proved that voice command is as important to realism as the multi-function joystick was to FALCON. The larger the vehicle being simulated, the more vital voice-recognition becomes. The cool but unwieldy RULES OF ENGAGEMENT 2 would have been infinitely more enjoyable if you could have called for shields or warp speed.

The transition from Gimmick to Feature is an important one to computer gaming, and it's important to recognize that even something as widely used as live-action video is still really in mid-transition. While multimedia abounds in the gaming world, it still functions as pure chrome in most of the games, and only rarely does it become an intrinsic part of the game. For instance, GABRIEL KNIGHT 2 is an incredible game—but if you really look at it, most of what makes it special is buried deep in the writing and plotting. The live-action gives it a greater sense of realism, but quality graphics could have done the job almost as well.

We are just entering the realm where multimedia is relevant enough to shape the flow of a game, as it does in the last two WING COMMANDERS. Even more rarely, multimedia can serve an important function in the game itself. The only game I have seen recently that achieves the latter is PSYCHIC DETECTIVE, a nifty little title that makes an initial impression of pure Gimmick, but delivers up gameplay intrinsically tied to live-action video. Personally, I'd love to see that design team getting a little more money and time; they could develop a real breakthrough title.

> **"Multimedia abounds in computer gaming, but until it becomes an intrinsic part of the game, it's still just a gimmick."**

The fact is, the entertainment media will never pay attention to skill, and will never stop searching endlessly for the next HOT tech—expecting them to spot relevant trends in this industry is as foolish as setting aside money for your own VR pit. It would be nice, but only if marketers weren't so caught up in the hype that they dedicate whole sections of a store to gaudy displays with vaguely three-dimensional Marios in washed-out, "night-sniper-scope" green. (Not that the thought of looking at Mario through a sniper scope doesn't have it's own dark appeal...)

After the smoke and delusion of E3 fades, I'm sure there will be a few more execs out there (who have never played a computer game in their lives) dreaming that some badly executed gimmick will double their sales. Maybe, if we are very lucky, something useful might evolve from it. At least we can hope.

Computer Gaming World (ISSN 0744-6667) is published monthly by **Ziff-Davis Publishing Division**, One Park Avenue, New York, NY 10016. Subscription rate is $27.97 for a one year subscription (12 issues). Canada and all other countries add $11.00 for postage. Postmaster: Send address changes to Computer Gaming World, P.O. Box 57167, Boulder, CO 80322-7167. Canadian GST registration number is 89371 0442 RT. Periodicals postage paid at New York, NY 10016 and additional mailing offices. Permit #672-910. Printed in the U.S.A.



DON'T JUST HURT 'EM...

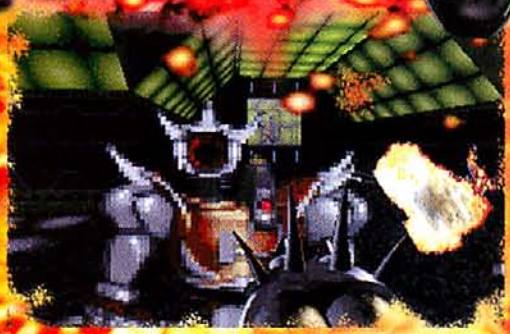




Circle Reader Service #291

ERADICATE 'EM

ON-LINE DEMO AVAILABLE NOW!



Awesome AI drives enemies that mutate, learn, and operate in hunter/killer packs.



Experience Maximum Deathmatch with modem and LAN play. Unload a guided missile or detonator and switch your view to control your weapon.



Control your weapons, watch your back, or scope out the other players with Eradicator's unique "picture-in-picture" views.



Play as one of three distinct characters, each with their own battle style, special weapons, unique abilities, and special levels only they can traverse.

If you love Doom-style games, but are finding it harder and harder to find something fresh, Eradicator is your ticket!"

— PC Gamer, July 1996



Jump, crouch, and rip through the many worlds of Eradicator. Choose from 1st- and 3rd-person player perspectives for maximum control of the action.

Features

Use 1st- or 3rd-person perspective

Play as one of three different characters

Unique multiple "picture-in-picture" views

Import existing Doom™ WADs

Includes full level editor

Up to 8 players in network play

Weapons

Spider Bomb
Fast, maneuverable, and deadly; this insect like weapon can give you the edge

Cluster Bomb
Wipe out whole groups with this bouncing, bounding launch weapon

Li'l Buddy
An "over your shoulder friend for life" who serves, protects, and kills

Weapon Enhancement Chips
Modify every weapon's performance with these unique power-ups

Plus over 15 other killer weapons for you to pick up and use!



Feel the force of reality as you jump, bounce, and slide through a deadly 3D world where the laws of physics *really* apply!



More damage, more mass destruction than ever before! Lock and load with more than 15 new and unusual weapons, including remote-controlled spider-bombs, mines, defensive barriers, and more!

MATURE M AGES 17+ CONTENT RATED BY ESRB

PC CD-ROM
DOS® and Windows® 95 Friendly

MODEM SERIAL SOLO PLUS

Play the Eradicator demo, available at

http://www.accolade.com

ON-LINE DEMO AVAILABLE NOW!

Or look for it at your favorite gaming retailer.

For Eradicator Hints & Tips Call Accolade Direct
1-900-454-HINT
$.99/Minute - If you are under 18, please get your parents permission before making this call. Hints & tips available starting 11/96

ERADICATOR™

ACCOLADE™

Eradicator and the Solo Plus logo are trademarks of Accolade, Inc. © 1996 Accolade, Inc. All rights reserved. Actual screen shots may vary.

Call 1-800-245-7744 to order or for more information.



CRUSADER
NO ✦ REGRET

MORE DETAIL, DEATH AND DEVASTATION
MORE WAYS TO KILL...
...OR BE KILLE

THE EXPLOSIVE SEQUEL TO THE 1996 ACTION GAME OF THE YEAR

Circle Reader Service #146

www.ea.com/origin

*SOURCES: COMPUTER GAMING WORLD, STRATEGY PLUS, PC GAMES

©1996, ORIGIN Systems, Inc. Crusader: No Regret is a trademark and Origin is a registered trademark of ORIGIN Systems, Inc.

ORIGI